THE LION KING
OFFICIAL GAME BOOK

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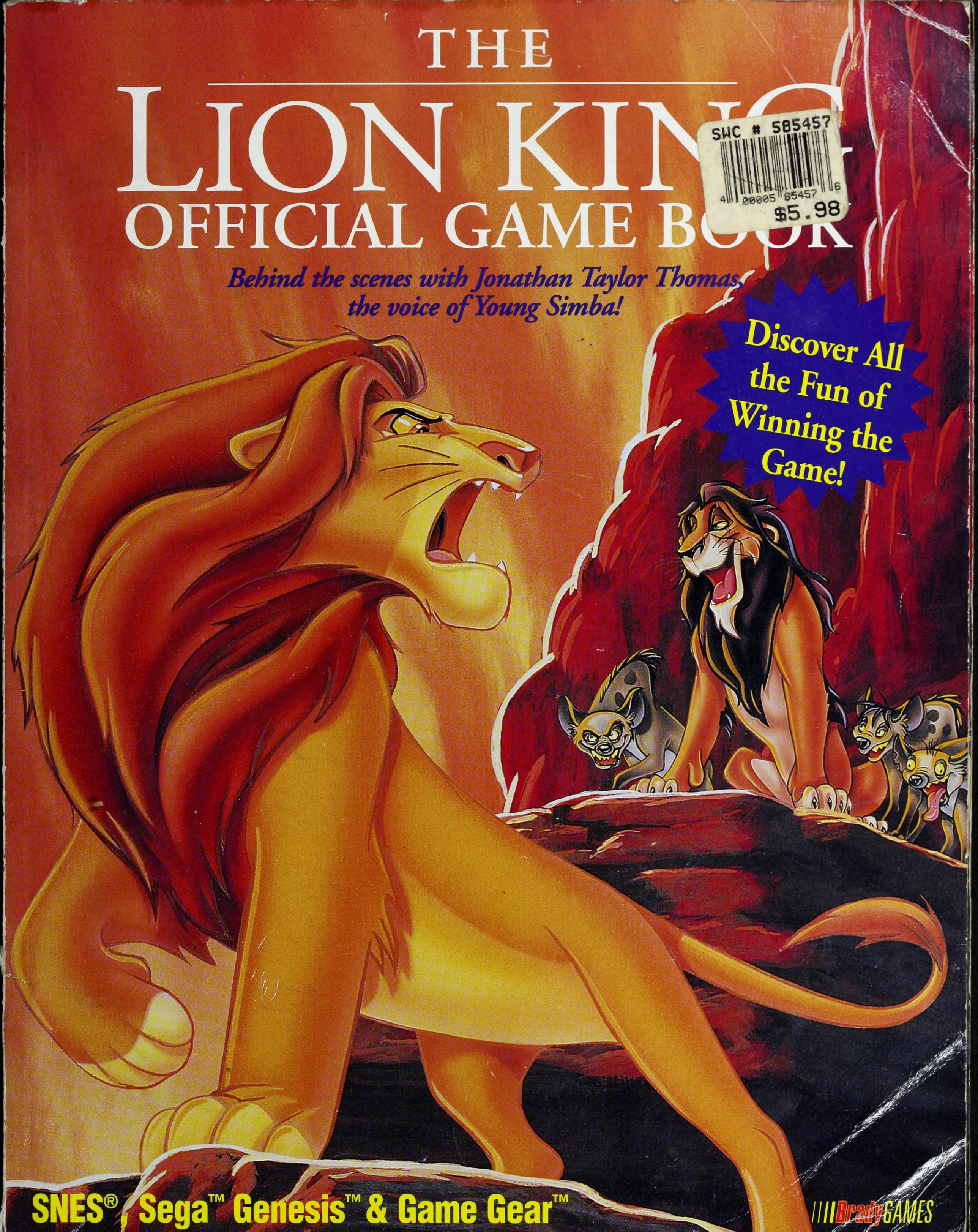
Behind the scenes with Jonathan Taylor Thomas, the voice of Young Simba!

Discover All the Fun of Winning the Game!



SNES®, Sega™ Genesis™ & Game Gear™

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BASIC MOVES FOR YOUNG SIMBA—FOR SNES AND GENESIS

JUMPING AND POUNCING

WHEN YOUNG SIMBA NEEDS TO LEAP OVER OBSTACLES OR POUNCE ON AN ENEMY, PRESS THE JUMP BUTTON AND THE APPROPRIATE DIRECTION ON THE D-PAD.

GRABBING LEDGES

YOUNG SIMBA CAN HANG FROM A LEDGE FOR SAFETY OR LATCH ON WITH HIS CLAWS IF HE CAN'T QUITE MAKE THE JUMP. TO PULL HIM UP, PRESS UP, RIGHT, OR LEFT ON YOUR D-PAD.

ROLLING

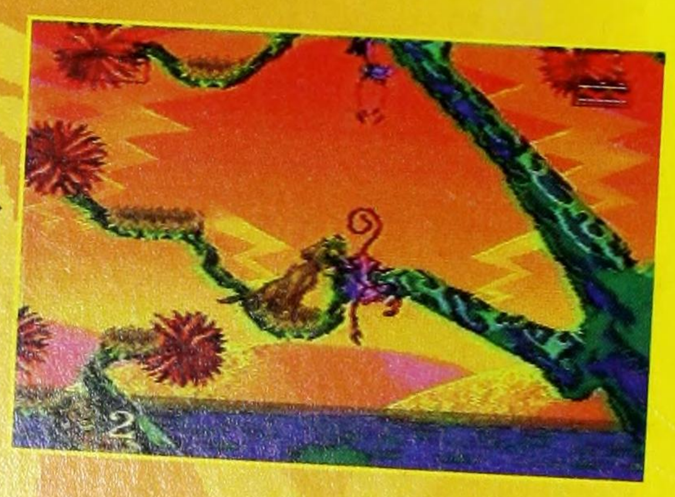
ROLLING IS AN ALTERNATIVE METHOD TO DEFEAT ENEMIES OR FIND SECRET PASSAGES. PRESS DOWN/FORWARD OR DOWN/BACKWARD (DIAGONALLY) TO MAKE YOUNG SIMBA CURL UP AND ROLL.

CLIMBING

YOUNG SIMBA CAN "CLIMB" LEDGES BY JUMPING OUT AND THEN BACK IN AGAIN—ALL WHILE HE'S IN THE AIR. PRESS THE JUMP BUTTON AND THE APPROPRIATE DIRECTIONS ON YOUR D-PAD.

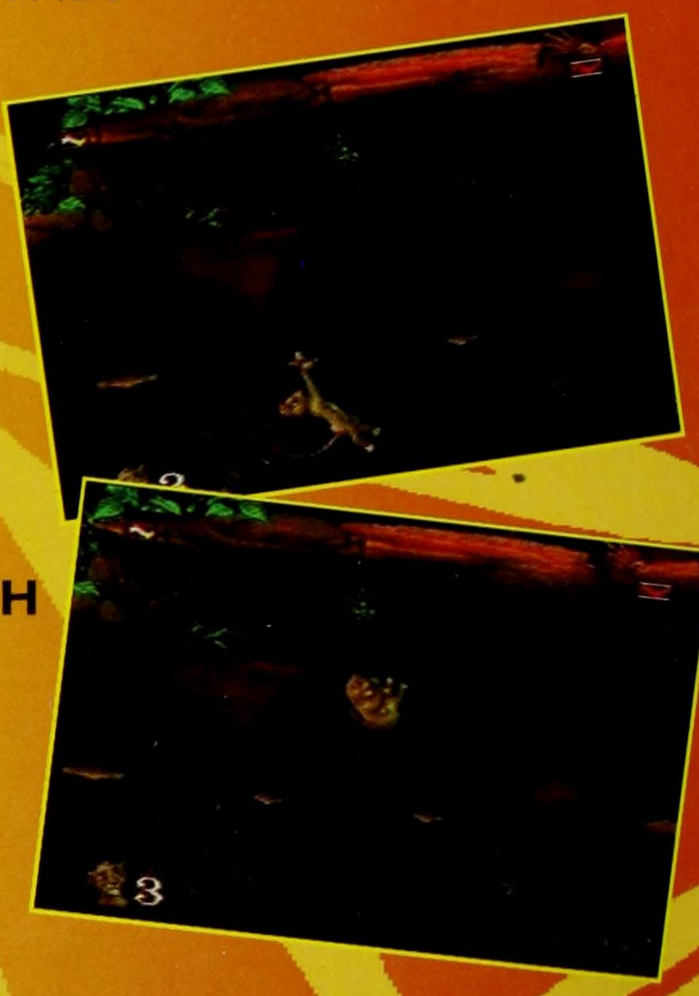
ROARING

YOUNG SIMBA CAN USE HIS ROAR TO STUN SOME ENEMIES. JUST PRESS THE ROAR BUTTON.



SWINGING AND FLIPPING

TO MAKE YOUNG SIMBA FLIP AS HE SWINGS BACK AND FORTH, PRESS THE JUMP BUTTON WITH THE APPROPRIATE DIRECTION ON YOUR D-PAD.



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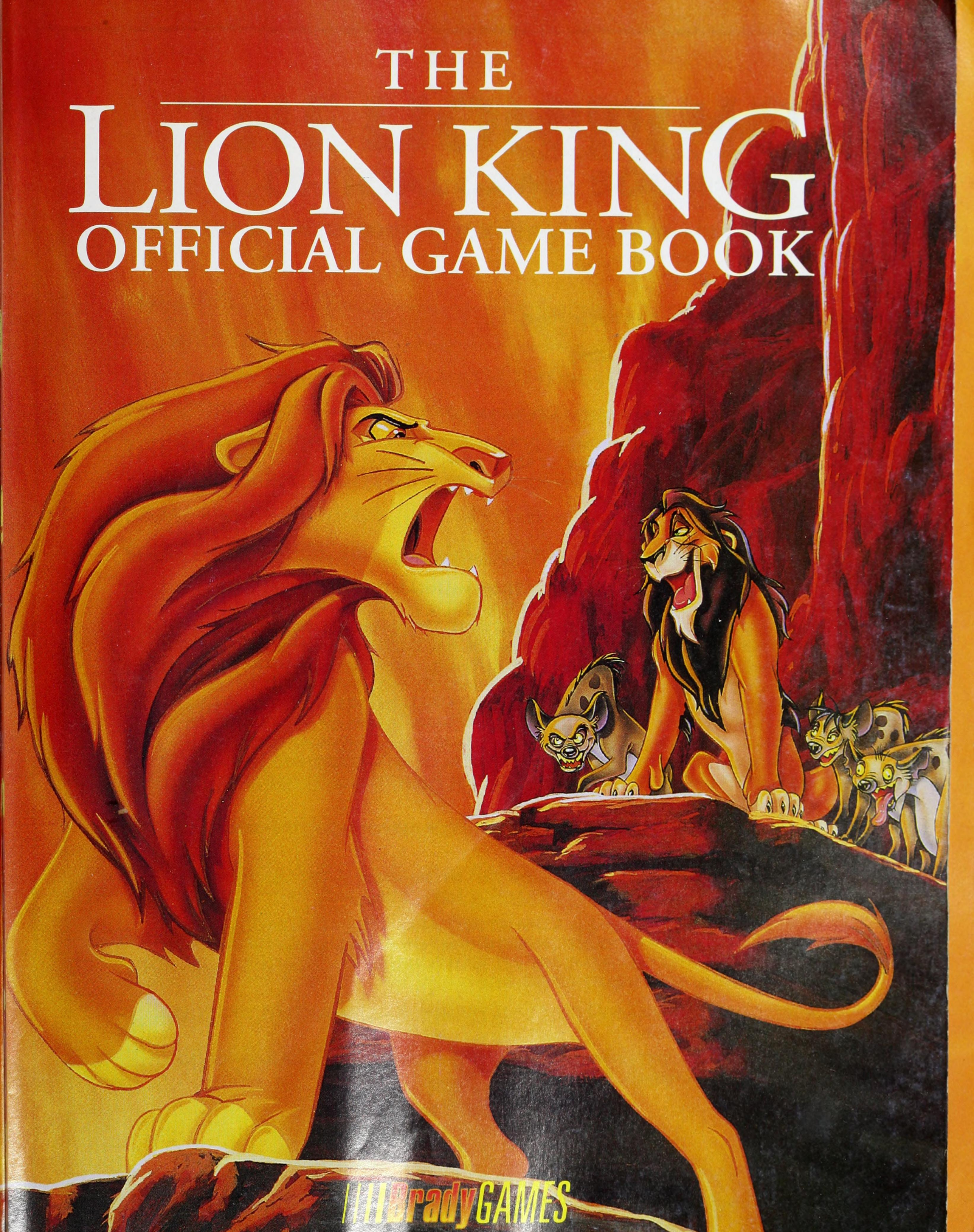

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LEVEL MAPS FOR SNES AND GENESIS

LEVEL 1, THE PRIDELANDS.....20

LEVEL 2, CAN'T WAIT TO BE KING.....30

LEVEL 3, ELEPHANT GRAVEYARD.....38

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LEVEL 5, SIMBA IN EXILE.....52

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LEVEL 10, PRIDE ROCK.....96

THE CIRCLE OF LIFE

"THE LION KING" MOVIE AND VIDEO GAME TELL THE STORY OF SIMBA, A LION CUB LIVING IN AFRICA. AS THE SON OF THE LION KING MUFASA, SIMBA IS DESTINED TO BECOME THE NEXT RULER OF THE PRIDELANDS. BUT THE PATH FOR SIMBA'S LIFE CHANGES WHEN HIS FATHER PERISHES IN A WILDEBEEST STAMPEDE STARTED BY HIS EVIL UNCLE SCAR. AS SIMBA GROWS FROM A CUB TO AN ADULT LION, HE HAS EXPERIENCES THAT HELP HIM DISCOVER HIS ROLE IN THE CIRCLE OF LIFE.

ALL ABOUT THE GAME

SOME OF THE COUNTRY'S MOST TALENTED ANIMATORS, ARTISTS, STORY TELLERS, WRITERS, ACTORS, MUSICIANS, AND TECHNICIANS WORKED FOR SEVERAL YEARS TO MAKE "THE LION KING" COME TO LIFE ON THE MOTION PICTURE SCREEN.

WHILE THE MOVIE WAS IN PRODUCTION, A TEAM OF DISNEY ANIMATORS, ALONG WITH PROGRAMMERS FROM VIRGIN INTERACTIVE ENTERTAINMENT AND DISNEY SOFTWARE, EMBARKED ON THE MAMMOTH TASK OF ADAPTING THIS MOVIE INTO AN EXCITING AND STATE-OF-THE-ART VIDEO GAME.

LIKE THE "DISNEY'S ALADDIN" VIDEO GAME, "THE LION KING" GAME ISN'T DESIGNED SPECIFICALLY FOR YOUNG CHILDREN. IN FACT, DISNEY FANS AND VIDEO GAMERS OF ALL AGES WILL ENJOY THE CHALLENGES THAT THEY'LL FACE AS THEY HELP SIMBA SURVIVE EACH OF THE GAME'S COLORFUL, ACTION-PACKED STAGES.

USING A DIGITIZATION PROCESS CALLED DIGICEL, THE SAME DISNEY ANIMATORS WHO WORKED ON "DISNEY'S ALADDIN" AND "THE LION KING" MOVIES ALSO CONTRIBUTED ORIGINAL ARTWORK AND ANIMATION CELS TO THE VIDEO GAME ADAPTATIONS OF THE FILM.

"THE LION KING" VIDEO GAME WAS A JOINT DEVELOPMENT EFFORT BETWEEN VIRGIN INTERACTIVE ENTERTAINMENT, DISNEY SOFTWARE, AND DISNEY FEATURE ANIMATION. WE CAUGHT UP WITH ONE OF THE PRODUCERS AND ANIMATORS WHO HELPED DEVELOP "THE LION KING" GAME. THROUGHOUT THIS GAME GUIDE, THE PRODUCERS AND ANIMATORS ALSO PROVIDE BACKGROUND ABOUT THE PLOT AND THE ANIMATION OF THE VIDEO GAME.

QUESTIONS AND ANSWERS WITH THE MAKERS OF THE LION KING VIDEO GAME

WAS YOUR GOAL TO MAKE THE VIDEO GAME LIKE THE MOTION PICTURE?

PRODUCER: THAT'S BEEN OUR MANDATE AT DISNEY ANIMATION SERVICES, WHICH IS PART OF THE DISNEY FEATURE ANIMATION DEPARTMENT. WE WANTED TO GIVE THE PLAYER THE SAME EXPERIENCE THAT YOU HAVE DURING THE FILM. PLAYERS GO ON A JOURNEY WITH SIMBA AND EXPERIENCE WHAT HE DOES AS HE GROWS UP.

DID THE SAME DISNEY ANIMATORS WHO WORKED ON THE MOVIE ALSO WORK ON THIS GAME?

PRODUCER: YES. WE USED THE TALENTS OF MANY DISNEY ANIMATORS, INCLUDING SOME OF THE PEOPLE WHO WORKED ON THE MOVIE. IN FACT, SOME OF OUR MORE TALENTED ANIMATORS WORKED ON THE VIDEO GAME, BECAUSE CREATING ANIMATION FOR THIS TYPE OF GAME IS ACTUALLY HARDER THAN WORKING ON A MOVIE, BECAUSE THE ANIMATORS HAD TO CREATE ACTIONS USING AS FEW DRAWINGS AS POSSIBLE. "THE LION KING'S" DIRECTORS AND PRODUCERS, ROGER ALLERS, ROB MINKOFF AND DON HAHN WERE ALSO INVOLVED IN THE MAKING OF THE GAME, BECAUSE THEY APPROVED ALL OF THE GAME ELEMENTS AND STORY IDEAS. "THE LION KING" VIDEO GAME WAS ACTUALLY BEING DEVELOPED AT THE SAME TIME THE MOVIE WAS IN PRODUCTION.

WHAT WERE SOME OF THE BIGGEST OBSTACLES IN ADAPTING THE MOVIE INTO A VIDEO GAME?

PRODUCER: AS WE DEVELOPED THE GAME, WE HAD TO DISCOVER WAYS TO TELL THE SAME STORY AS THE MOVIE, BUT IN A NON-LINEAR FASHION. THIS ALLOWS THE PLAYER TO MAKE DECISIONS THAT IMPACT THE OUTCOME OF THE GAME. WE WANTED TO GIVE THE PLAYER CHOICES BUT STILL GUIDE THEM TO THE FINAL SCENE, WHICH IS A CONFRONTATION BETWEEN SIMBA AND HIS EVIL UNCLE SCAR. WHEN YOU ARE DOING AN ANIMATED MOVIE, YOU CAN USE AS MANY DRAWINGS AS NECESSARY TO TELL THE STORY. WHEN CREATING A GAME THAT USES ORIGINAL ANIMATION, WE ARE LIMITED BY THE AMOUNT OF MEMORY ON THE GAME CARTRIDGE, SO WE HAVE TO LIMIT THE NUMBER OF DRAWINGS WE USE. OUR ANIMATORS HAD TO WORK EXTRA HARD TO ENSURE THAT EVERY DRAWING SERVED A SPECIFIC PURPOSE.

HOW MANY DRAWINGS WERE YOU LIMITED TO?

PRODUCER: TO ANIMATE THE MAIN CHARACTERS IN THE GAME, WE WERE LIMITED TO 1,200 ORIGINAL DRAWINGS. WHILE FROM OUR STANDPOINT THIS WAS A LIMITATION, THE GAMER WHO PLAYS THE FINAL GAME WILL BE AMAZED AT THE QUALITY OF THE SMOOTH FLOWING ANIMATION. THE WHOLE DIGICEL PROCESS HAS BEEN ENHANCED SINCE WE COMPLETED "DISNEY'S ALADDIN" FOR THE GENESIS, SO THE LOOK AND FEEL OF THIS GAME IS IMPROVED.

HOW MANY ACTIONS CAN SIMBA PERFORM?

PRODUCER: THE ANIMATORS HAVE USED THE 1,200 ORIGINAL DRAWINGS TO MAKE SIMBA PERFORM APPROXIMATELY A DOZEN DIFFERENT ACTIONS. EACH ACTION TAKES BETWEEN 6 AND 24 INDIVIDUAL DRAWINGS, AND THE ACTIONS CAN BE PERFORMED IN ANY ORDER.

HOW DID YOU MAKE THE ANIMATION APPEAR REALISTIC?

ANIMATOR: WHEN WE'RE GIVEN A SCENE TO ILLUSTRATE, WE RESEARCH. WE STUDY LIVE ANIMALS AND SEE HOW THEY WOULD NATURALLY MOVE, AND THEN WE TRY TO INCORPORATE THOSE MOVEMENTS INTO OUR DRAWINGS. AS FOR THE CHARACTER'S FACIAL EXPRESSIONS, WE OFTEN STUDY VIDEOTAPE OF THE ACTORS WHO PROVIDED THE VOICE FOR EACH CHARACTER. WE WATCH THE ACTORS RECORDING THE LINES AND TRY TO RECREATE THEIR FACIAL EXPRESSIONS IN THE CHARACTER.

HOW DO YOU USE THE DIGICEL PROCESS?

PRODUCER: EACH HAND-DRAWN ANIMATION CEL IS CREATED ON PAPER AND THEN DIGITIZED INTO THE COMPUTER. ONCE THE DRAWING IS IN THE COMPUTER'S MEMORY, IT CAN BE MANIPULATED AND INCORPORATED INTO THE ACTUAL GAME. ALL OF THE ANIMATION IN "THE LION KING" VIDEO GAME IS NEW. WE DIDN'T USE ANYTHING FROM THE MOVIE TO ANIMATE THE MAIN CHARACTERS. SOME OF THE BACKGROUNDS YOU SEE IN THE GAME, HOWEVER, WERE DIGITIZED FROM THE ACTUAL BACKGROUND ART USED IN THE MOVIE.

WHAT ARE THE STEPS FOR CREATING A VIDEO GAME LIKE "THE LION KING?"

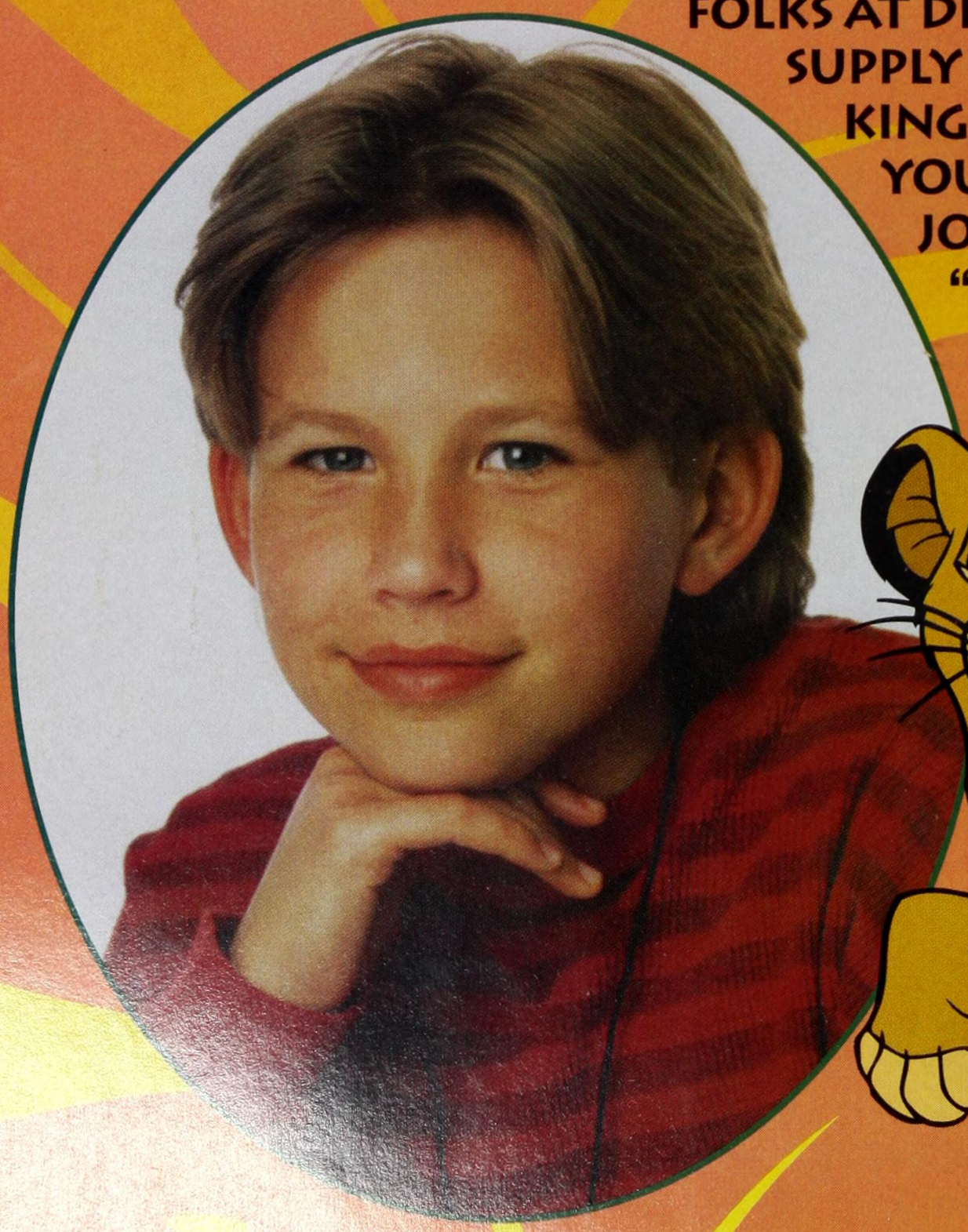
PRODUCER: ALL TOGETHER, BETWEEN 30 AND 40 DISNEY ANIMATORS AND ARTISTS WORKED ON THE VIDEO GAME. EACH PERSON BROUGHT THEIR UNIQUE TALENTS TO THIS PROJECT. CHARACTER ANIMATORS DESIGN THE ROUGH ANIMATION OF THE MAIN CHARACTERS. A CLEAN-UP ANIMATOR TAKES THE ROUGH ANIMATIONS AND ENHANCES THEM TO FIT PERFECTLY INTO THE GAME. AN ARTIST CALLED AN IN BETWEENER THEN FILLS IN THE BLANKS BY CREATING DRAWINGS THAT FIT BETWEEN THE CELLS CREATED BY THE MAIN ANIMATORS. IN THIS GAME, WE ALSO USED EFFECTS ARTISTS WHO DID NOTHING BUT DESIGN VISUAL SPECIAL EFFECTS.

HOW LONG DID IT TAKE TO CREATE THE ANIMATION FOR THE GAME?

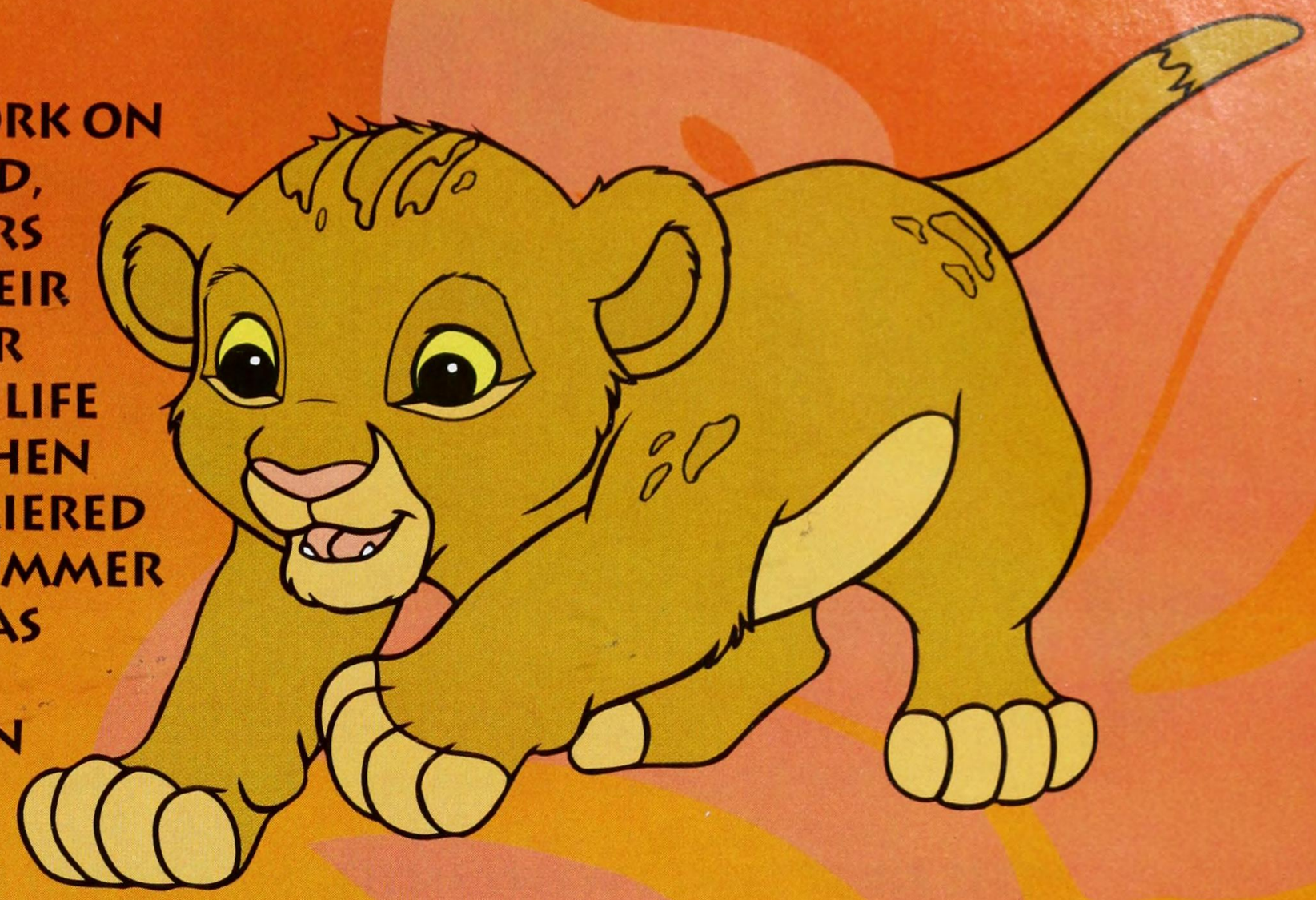
PRODUCER: FROM AN ANIMATION STANDPOINT, THE PROCESS TOOK ABOUT SIX MONTHS. BEFORE DOING THE ACTUAL ANIMATION, WE CREATED BETWEEN 500 AND 600 STORYBOARDS, WHICH ARE PENCIL SKETCHES OF IDEAS WE HAVE FOR EACH SCENE IN THE GAME. FOR EVERY ONE IDEA USED IN THE GAME, THERE WERE AT LEAST TEN THAT DIDN'T MAKE IT. STORYBOARDS ARE USED TO HELP CREATE ALL FORMS OF ANIMATION. OUR GOAL WAS NOT TO RECREATE THE FILM EXACTLY, BUT TO KEEP THE GAME IN THE SPIRIT OF THE FILM.

The VOICE OF YOUNG SIMBA

JONATHAN TAYLOR THOMAS



EACH WEEK, MILLIONS OF FANS WATCH JONATHAN TAYLOR THOMAS PORTRAY RANDY TAYLOR ON THE HIT ABC SERIES "HOME IMPROVEMENT." WHEN THE FOLKS AT DISNEY BEGAN AUDITIONING ACTORS TO SUPPLY CHARACTER VOICES FOR "THE LION KING," JONATHAN WON THE ROLE OF YOUNG SIMBA. FOR ALMOST TWO YEARS, JONATHAN TRAVELED FROM THE SET OF "HOME IMPROVEMENT" TO THE DISNEY RECORDING STUDIOS, WHERE HE RECORDED YOUNG SIMBA'S VOICE.



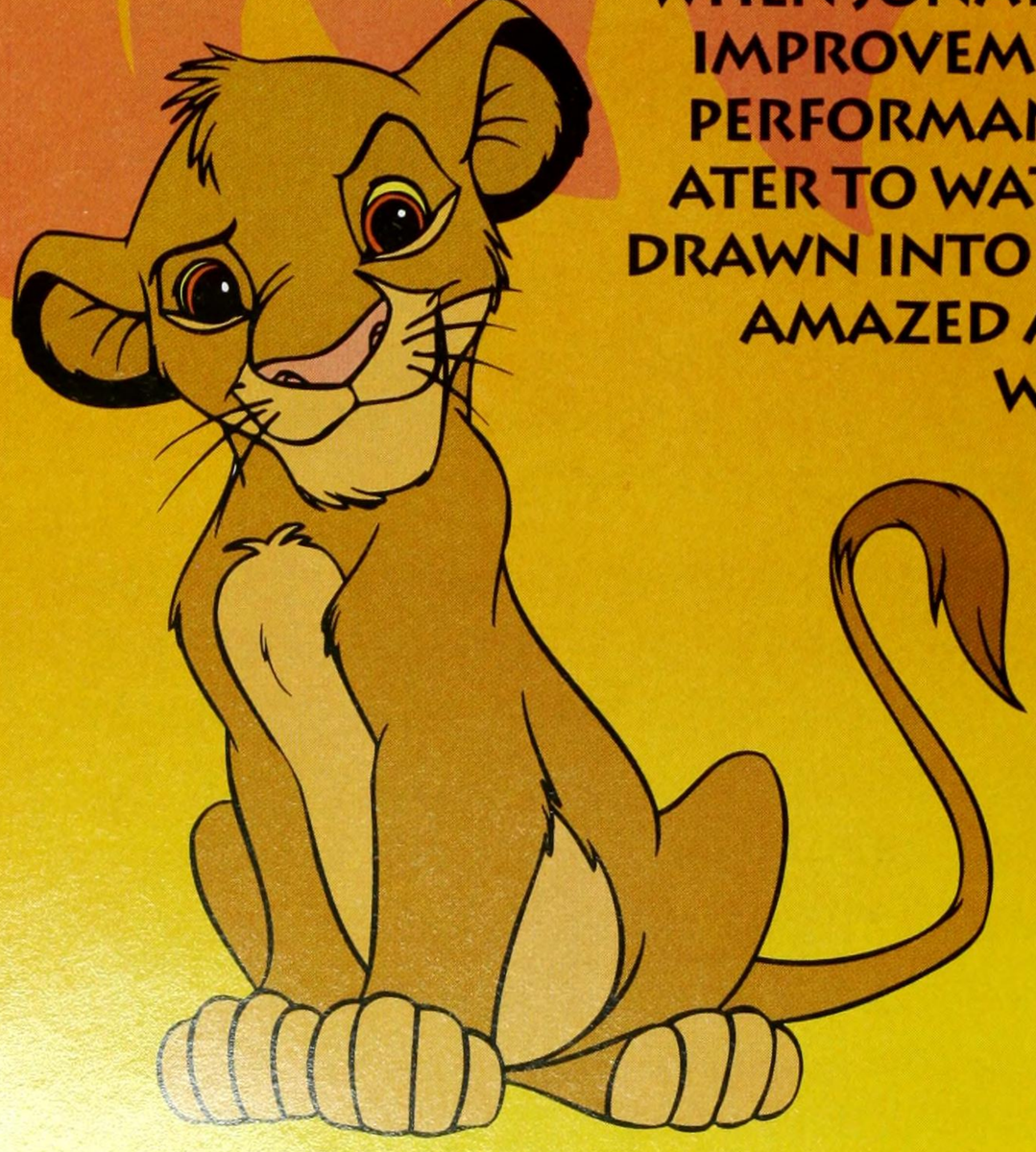
ONCE JONATHAN'S WORK ON "THE LION KING" ENDED, THE DISNEY ANIMATORS STARTED WORKING THEIR MAGIC—MAKING THEIR CHARACTERS COME TO LIFE ON THE BIG SCREEN. WHEN "THE LION KING" PREMIERED IN THEATERS IN THE SUMMER OF 1994, JONATHAN WAS SPENDING SEVERAL MONTHS ON-LOCATION IN CANADA FILMING A MOVIE CALLED "MAN 2 MAN," WHICH CO-STARS CHEVY CHASE. HE'S ALSO PROVIDED THE VOICE OF SPOT IN THE AWARD-WINNING "SPOT THE DOG" VIDEOCASSETTE SERIES.

"I WENT INTO THE AUDITION FOR 'THE LION KING,' AND THEY GAVE ME A PAGE OF DIALOG TO READ," JONATHAN SAID. "I DIDN'T THINK I GOT THE PART, BECAUSE IT TOOK A LONG TIME FOR THE PRODUCERS TO CONTACT MY AGENT AND ASK ME TO COME BACK FOR A SECOND AUDITION. AFTER SEVERAL ADDITIONAL AUDITIONS, I GOT THE JOB. AT THAT POINT, I HAD NO IDEA HOW POPULAR THE MOVIE WOULD BE. NOW, WHEN I THINK ABOUT IT, I REALIZE HOW INCREDIBLE IT IS THAT MY VOICE WILL BE HEARD IN 'THE LION KING' FOR MANY YEARS TO COME. IT'S BEEN OVER 50 YEARS SINCE 'SNOW WHITE AND THE SEVEN DWARFS' WAS RELEASED, AND IT'S STILL AN EXTREMELY POPULAR MOVIE."

OVER A PERIOD OF 18 MONTHS, JONATHAN TOOK PART IN ABOUT 15 DIFFERENT RECORDING SESSIONS FOR "THE LION KING." BEFORE EACH SCENE, THE DIRECTORS SPENT TIME EXPLAINING THE SCENE TO JONATHAN AND SHOWING HIM SKETCHES AND STORY BOARDS FOR THAT SCENE. "THE DIRECTOR WOULD ALSO WORK WITH ME TO CREATE THE RIGHT EMOTIONS FOR YOUNG SIMBA," JONATHAN SAID. "I'D OFTEN HAVE TO RECORD THE SAME LINE OF DIALOG UP TO 20 TIMES, BECAUSE THEY CHANGED SOME OF THE LINES OR WANTED ME TO SAY A LINE FASTER, SLOWER, OR WITH MORE EMPHASIS ON CERTAIN WORDS."

The VOICE OF YOUNG SIMBA

"THE FIRST TIME I WENT INTO THE STUDIO TO RECORD LINES FOR SIMBA, ALL THEY HAD WAS A SCRIPT AND HUNDREDS OF PENCIL DRAWINGS," SAYS JONATHAN. "THREE YEARS LATER, IT WAS INCREDIBLE TO SEE HOW THE EFFORTS OF LITERALLY HUNDREDS OF PEOPLE CAME TOGETHER TO CREATE THE FINAL MOVIE."



WHEN JONATHAN WATCHES HIMSELF ON "HOME IMPROVEMENT," HE IS USUALLY VERY CRITICAL OF HIS PERFORMANCES. THE FIRST TIME HE SAT IN A THEATER TO WATCH "THE LION KING," HE RECALLS BEING DRAWN INTO THE MOVIE AND BEING TOTALLY AMAZED AT THE QUALITY OF ANIMATION. "THERE WAS A LOT OF TIME AND EFFORT PUT INTO THIS MOVIE AND I THINK IT CAME OUT INCREDIBLY WELL," JONATHAN SAYS. "THERE WERE A LOT OF HIGH EXPECTATIONS SINCE ALL OF THE OTHER DISNEY ANIMATED MOVIES HAVE DONE SO WELL, AND I THINK WE'VE LIVED UP TO THE EXPECTATIONS. 'THE LION KING' WILL DEFINITELY BECOME ONE OF THE TIMELESS DISNEY CLASSICS."

JONATHAN THE GAMER

JONATHAN IS AN AVID VIDEO GAMER. WHEN SEGA RELEASED SONIC THE HEDGEHOG 2 BACK ON NOVEMBER 24, 1992, JONATHAN TRAVELED TO NEW YORK TO TAKE PART IN THE EVENTS HELD IN CONJUNCTION WITH THE GAME'S RELEASE. HE WAS A CELEBRITY SPOKESPERSON FOR THE 1994 BLOCKBUSTER WORLD VIDEO GAME CHAMPIONSHIPS. SOME OF JONATHAN'S FAVORITE SEGA VIDEO GAMES INCLUDE THE SONIC THE HEDGEHOG SERIES, VIRTUA RACING, AND ALL TYPES OF SPORTS SIMULATIONS, ESPECIALLY BASKETBALL VIDEO GAMES.

"I PLAY VIDEO GAMES AT HOME, AFTER WORK, AND ONCE I'VE COMPLETED MY HOMEWORK. IT'S A GREAT WAY TO RELAX AND HAVE FUN," SAYS JONATHAN.

THROUGHOUT THIS GAME GUIDE, JONATHAN PROVIDES STORIES AND ANECDOTES ABOUT HIS EXPERIENCES WITH "THE LION KING" THAT EXPLAIN THE PLOT OF THE VIDEO GAME.

GAME BASICS

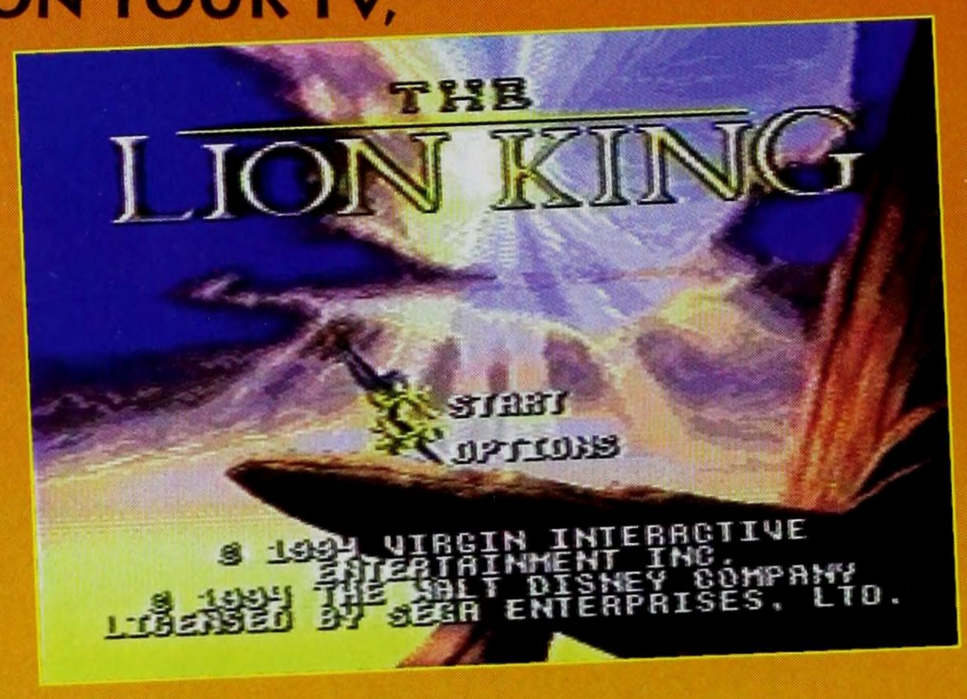
FOR SNES AND GENESIS

SETTING UP

WITH THE POWER SWITCH ON YOUR GAME SYSTEM TURNED OFF, INSERT THE GAME FIRMLY INTO THE CARTRIDGE SLOT. TURN ON YOUR TV, AND THEN TURN ON YOUR GAME SYSTEM.

TITLE SCREEN

FROM THE TITLE SCREEN, YOU CAN CHOOSE START OR OPTIONS. USE THE D-PAD TO PRESS UP OR DOWN TO CHOOSE THE ITEM YOU WANT. THEN PRESS THE START BUTTON.



OPTIONS SCREEN

FROM THE OPTIONS SCREEN, YOU CAN ADJUST THE DIFFICULTY, MUSIC, SOUND, AND TRIGGERS SETTINGS. PRESS THE CONTROLLER BUTTONS TO CHANGE THE SETTINGS, AND PRESS THE START BUTTON TO RETURN TO THE TITLE SCREEN.

DIFFICULTY

THE LION KING HAS 3 DIFFICULTY SETTINGS: EASY, NORMAL, AND DIFFICULT. START WITH THE EASY SETTING UNTIL YOU LEARN SOME OF THE TRICKS OF THE GAME.

TRIGGERS

IF THIS SETUP IS UNCOMFORTABLE FOR YOU, CHOOSE FROM THE 6 DIFFERENT SETTINGS.

FOR SUPER NES, THE STANDARD SETUP FOR THE BUTTONS IS:

A BUTTON	ROAR
B BUTTON	JUMP
Y BUTTON	SLASH (ADULT SIMBA ONLY)

FOR SEGA GENESIS, THE STANDARD SETUP FOR THE BUTTONS IS:

A BUTTON	ROAR
B BUTTON	SLASH (ADULT SIMBA ONLY)
C BUTTON	JUMP

CONTROLLERS

SUPER NES

SEGA GENESIS

CONTROLLING SIMBA

POUNCING AND JUMPING

OFTEN, SIMBA NEEDS TO JUMP OVER THINGS, LEAP DOWN OR UP TO A HIGHER LEVEL, OR POUNCE ON HIS ENEMIES. PRESS THE JUMP BUTTON AND THE APPROPRIATE DIRECTION ON THE D-PAD.

ROLLING

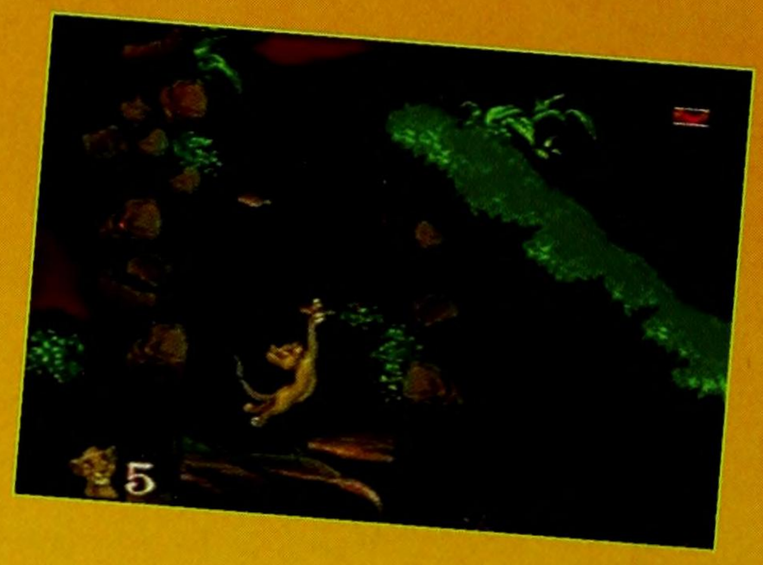
IF YOU PRESS DOWN/FORWARD OR DOWN/BACKWARD (DIAGONALLY), YOUNG SIMBA WILL CURL UP AND ROLL. SIMBA MUST ROLL TO DEFEAT SOME ENEMIES AND TO DISCOVER SOME HIDDEN PATHS.

ROARING

YOUNG SIMBA CAN STUN HIS ENEMIES WITH HIS ROAR. THEN, HE CAN MOVE IN WITH A POUNCE. ADULT SIMBA CAN STUN SOME OF THE BIGGER ENEMIES AS WELL AS TAKE OUT THE SMALLER ONES WITH HIS ROAR.

GRABBING LEDGES

IF SIMBA JUMPS ONTO A PLATFORM BUT CAN'T QUITE REACH THE TOP, ONLY HIS CLAWS WILL LATCH ONTO THE LEDGE AND SIMBA WILL HANG DOWN. TO PULL HIM UP, PRESS UP, RIGHT, OR LEFT ON YOUR D-PAD. TO DROP HIM DOWN TO THE LOWER LEVEL, PRESS DOWN.



CLIMBING

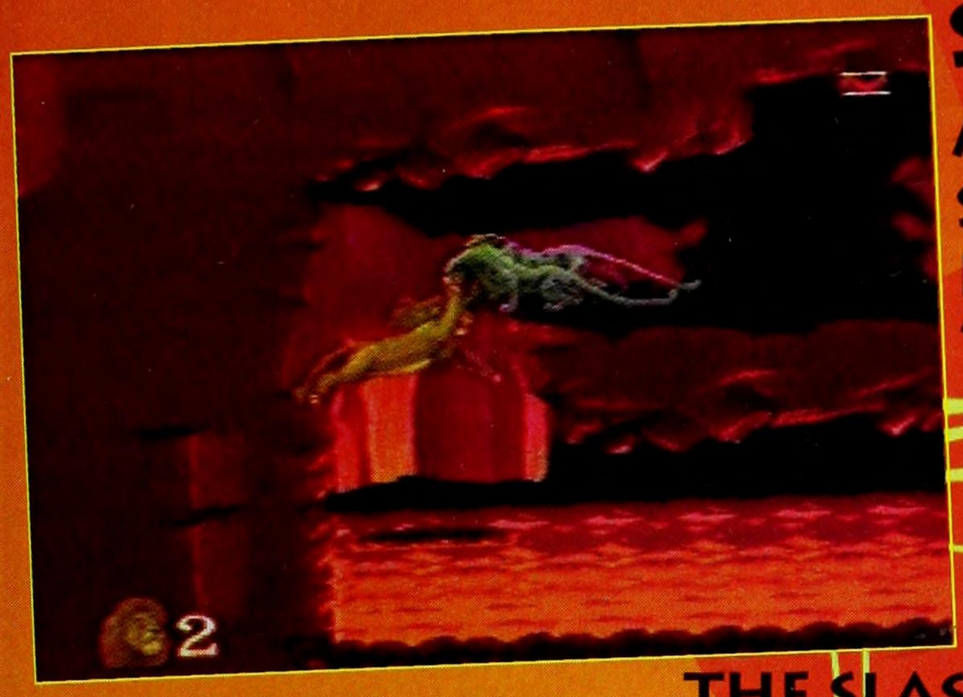
SIMBA OFTEN NEEDS TO CLIMB LEDGES IN WALLS. THESE MOVES CAN BE TRICKY. SIMBA MUST JUMP OUT AND THEN BACK IN AGAIN—ALL WHILE HE'S IN THE AIR. FOR SIMBA TO "CLIMB," PRESS THE JUMP BUTTON AND THE APPROPRIATE DIRECTIONS ON YOUR D-PAD.

SWINGING AND FLIPPING

SIMBA CAN ALSO FLIP ALONG TINY LEDGES. AS HE SWINGS BACK AND FORTH, PRESS THE JUMP BUTTON WITH THE APPROPRIATE DIRECTION ON YOUR D-PAD TO MAKE HIM FLIP FORWARD OR BACKWARD TO A NEW LEDGE.

SPECIAL MOVES FOR ADULT SIMBA

ADULT SIMBA CAN MAKE SPECIAL ATTACKING MOVES THAT YOUNG SIMBA CAN'T. YOU START USING THESE MOVES IN LEVEL 7, SIMBA'S DESTINY.



SLASHING

MAKE THE MOST EFFECTIVE USE OF SIMBA'S SLASH BY PRESSING YOUR SLASH BUTTON QUICKLY AND REPEATEDLY FOR CONSTANT DAMAGE TO YOUR ENEMY. SIMBA ALSO USES HIS SLASH TO CLEAR A BLOCKED PATHWAY.

TO MAKE ADULT SIMBA ATTACK ENEMIES WITH A JUMPING SLASH, PRESS THE JUMP AND THEN THE SLASH BUTTON. TO PERFORM A STANDING SLASH, PRESS THE SLASH AND THEN THE JUMP BUTTON.

MAULING

ADULT SIMBA CAN MAUL HIS ENEMIES TO PIN THEM AND CAUSE CONTINUAL DAMAGE WITH HIS CLAWS. TO PERFORM THE MAUL, SIMBA MUST LAND ON HIS ENEMIES AND THEN PRESS THE SLASH BUTTON QUICKLY AND REPEATEDLY.

WITH A SNES CONTROLLER, JUMP OR DROP ON SIMBA AND THEN USE THE X BUTTON. WITH A GENESIS CONTROLLER, JUMP OR DROP ON SIMBA AND PRESS THE B BUTTON. PRESS THE SLASH BUTTON AS QUICKLY AS YOU CAN.

FLIPPING

YOU CAN ONLY FLIP AN ENEMY WHEN HE IS STUNNED OR IS PANTING. YOU CAN STUN HYENAS, AND YOU CAN DO ENOUGH DAMAGE TO CHEETAHS AND SCAR TO CAUSE THEM TO PANT.

TO FLIP AN ENEMY WITH A GENESIS 3-BUTTON CONTROLLER, PRESS THE SLASH AND JUMP BUTTONS (B AND C) TOGETHER. IF YOU HAVE A GENESIS 6-BUTTON CONTROLLER, ANY OF THE X, Y, OR Z BUTTONS TRIGGER THE FLIP MOVE. WITH A SNES CONTROLLER, YOU PRESS THE X BUTTON TO FLIP.

PLAYING THE GAME

ROAR METER

THE ROAR METER INDICATES THE STRENGTH OF SIMBA'S ROAR. WHEN SIMBA BEGINS A LEVEL, HIS ROAR METER IS EMPTY, AND IT SLOWLY FILLS BACK UP. IF SIMBA GETS HURT, THE ROAR METER WILL ALSO GO DOWN.

HEALTH METER

SIMBA'S ENERGY LEVEL IS REPRESENTED BY THE HEALTH METER. IF SIMBA IS ATTACKED BY ENEMIES OR GETS HURT BY OTHER OBSTACLES OR BY FALLING, THE HEALTH METER SHRINKS. WHEN THE HEALTH METER EMPTIES, SIMBA LOSES A CHANCE.

CHANCES AND CONTINUES

WHEN SIMBA'S HEALTH METER EMPTIES, HE LOSES ONE CHANCE. THEN, SIMBA STARTS THE GAME FROM THE BEGINING OF THE CURRENT LEVEL. IF YOU'VE REACHED A CONTINUE MARKER, YOU WILL START THERE. SIMBA'S NUMBER OF CHANCES ARE SHOWN IN THE LOWER-LEFT CORNER BESIDE HIS FACE. IF YOU'RE OUT OF CHANCES, THE GAME WILL CONTINUE AFTER THE LAST LEVEL YOU COMPLETED. TO GET MORE CHANCES, COLLECT 1UPS. IF YOU'RE OUT OF CONTINUES, THE GAME ENDS. TO GET MORE CONTINUES, COLLECT THE CIRCLES OF LIFE.

1UPS

1UPS ONLY APPEAR IN LEVELS AFTER YOU LOSE ONE OF SIMBA'S CHANCES. SO, WHEN YOU FIRST START PLAYING, YOU WON'T SEE ANY. AFTER SIMBA LOSES A TRY, THE 1UPS WILL APPEAR. THE LOCATION OF 1UPS ARE SHOWN ON THE MAPS FOR EACH LEVEL.

CIRCLES OF LIFE

CIRCLES OF LIFE APPEAR IN MOST LEVELS—BUT NOT ALL. THERE'S NEVER MORE THAN 1 CIRCLE OF LIFE PER LEVEL. THE LOCATION OF CIRCLES OF LIFE ARE SHOWN ON THE MAPS FOR EACH LEVEL.

SECRET CODES

FOR SNES AND GENESIS

THE LION KING CAN BE A TOUGH GAME TO PLAY, SO IF YOU GET STUCK ON A LEVEL, YOU'LL HAVE TO KEEP PRACTICING YOUR WEAKER TECHNIQUES.

BUT TO GET MORE OUT OF THE GAME, YOU CAN USE THE FOLLOWING SECRET CODES TO ACCESS A SPECIAL MENU THAT LETS YOU PLAY ON ANY LEVEL IN THE GAME ANYTIME YOU WANT.

THE ULTIMATE CHALLENGE IS STILL TO PLAY STRAIGHT THROUGH THE GAME WITH NO SECRET CODE AT THE DIFFICULT LEVEL.

CHEAT MODE

SIMBA BECOMES INVINCIBLE IF YOU TURN ON THE CHEAT MODE AT THE OPTIONS SCREEN. THIS MEANS THAT SIMBA CAN'T BE HURT BY ANY ENEMIES. HE ONLY TAKES DAMAGE BY FALLING INTO ONE OF THE MANY PITS OR BODIES OF WATER.

SEGA GENESIS—LEVEL SELECT CODE

WHEN YOU'RE AT THE OPTIONS SCREEN, PRESS RIGHT ON THE D-PAD AND THEN THE A,A,B, AND START BUTTONS.

R,A,A,B,START

THEN, YOU CAN SCROLL THROUGH ALL THE 10 LEVELS AND THE BONUS ROUNDS AND CHOOSE ANY OF THEM. DON'T FORGET THAT YOU STILL HAVE TO GO BACK AND CHOOSE THE DIFFICULTY LEVEL BEFORE YOU START PLAYING.

SUPER NES—LEVEL SELECT CODE

WHEN YOU'RE AT THE OPTIONS SCREEN, PRESS THE B,A,R,R,Y BUTTONS.

B,A,R,R,Y

THEN, YOU CAN SCROLL THROUGH ALL THE 10 LEVELS AND THE BONUS ROUNDS AND CHOOSE ANY OF THEM. DON'T FORGET THAT YOU'LL STILL HAVE TO GO BACK AND CHOOSE THE DIFFICULTY LEVEL AND OTHER OPTIONS BEFORE YOU START PLAYING.

The PRIDELANDS

PATH 1

BONUS BUG: Get to play the bonus round

PLAIN BEETLE: Restores half of Simba's health

PATTERNED BEETLE: Restores all of Simba's health

AFRICAN RED BUG: Increases Simba's health

BLUE BEETLE: Increases Simba's roar

1UP: Increases the number of Simba's Chances by one

CIRCLE OF LIFE: Allows 1 more Continue in the game when all Chances have been lost

BAD BUGS: Avoid these

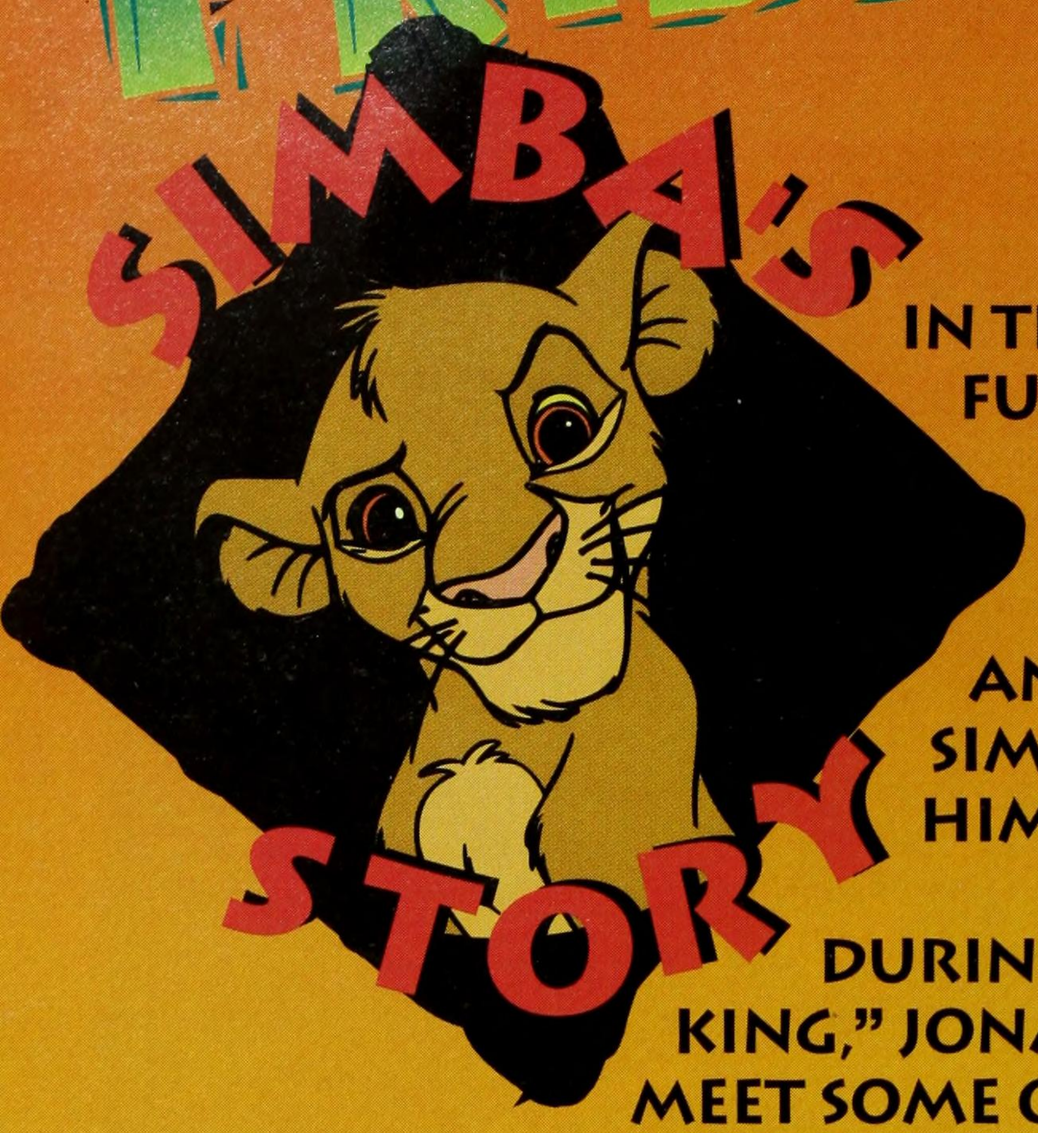
CONTINUE MARKER

HIDDEN PATH

X
1up
X

The PRIDELANDS

SIMBA'S STORY



IN THE PRIDELANDS, YOUNG SIMBA EXPLORES HIS FUTURE KINGDOM AND PLAYFULLY BEGINS PRACTICING HIS POUNCING, ROLLING, AND ROARING SKILLS. AS HE CLIMBS UP PRIDE ROCK, SIMBA ENCOUNTERS LIZARDS, PORCUPINES, AND INSECTS ALONG THE WAY. AS A YOUNG CUB, SIMBA IS FASCINATED BY THE WORLD AROUND HIM.

DURING THE PRODUCTION OF THE MOVIE "THE LION KING," JONATHAN TAYLOR THOMAS HAD THE CHANCE TO MEET SOME OF THE ANIMATORS WHO CREATED YOUNG SIMBA. "DURING EVERY RECORDING SESSION FOR 'THE LION KING,' I WAS VIDEOTAPED SO THAT THE ANIMATORS COULD STUDY MY FACIAL EXPRESSIONS AND GESTURES," JONATHAN SAID. "THE ANIMATORS ACTUALLY USED THESE VIDEOTAPES TO DETERMINE WHAT YOUNG SIMBA WOULD LOOK LIKE."

"WHEN I WATCH 'THE LION KING,' I CAN SEE A LOT OF SIMILARITY BETWEEN MYSELF AND HOW THE CHARACTER LOOKS, ESPECIALLY IN THE SCENE WHERE MUFASA SCOLDS SIMBA, AND SIMBA HAS THIS GUILTY LOOK ON HIS FACE."

PLAYING AS YOUNG SIMBA

ON THIS LEVEL, SIMBA'S BASIC MOVES ARE JUMPING FROM LEDGES AND TREES, POUNCING ON OTHER ANIMALS, ROLLING THROUGH OBSTACLES, AND ROARING TO STUN OTHER ANIMALS. THERE'S NO REASON TO BE IN A HURRY IN THIS LEVEL, SO TAKE YOUR TIME GETTING USED TO MAKING YOUNG SIMBA'S VARIOUS MOVES.

YOUNG SIMBA'S JUMP

YOUNG SIMBA'S POUNCE

YOUNG SIMBA'S ROLL

YOUNG SIMBA'S ROAR

TIMON

TIMON IS THE COMICAL MEERKAT WHO BEFRIENDS YOUNG SIMBA WHEN HE IS IN EXILE. TIMON OPENS THE GAME AND APPEARS ON BOTH OF THE BONUS ROUNDS.

The PRIDELANDS

TIPS FOR THE PRIDELANDS

POUNCING AND JUMPING ARE THE KEYS TO MOVING THROUGH THE PRIDELANDS LEVEL. IF SIMBA EVER MISSES A LEDGE AND IS HANGING BY HIS CLAWS, YOU CAN PRESS UP TO PULL HIM COMPLETELY ONTO THE LEDGE.

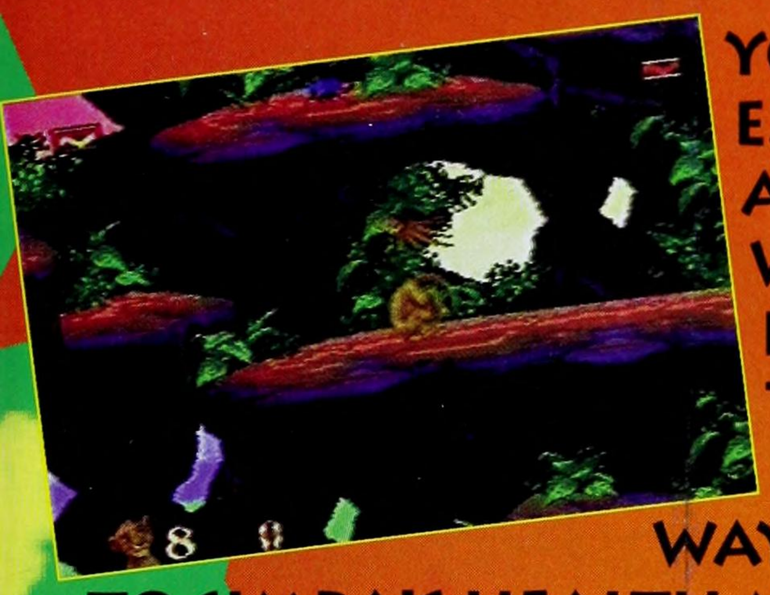
ONE OF THE SAFEST PLACES TO BE IN THE WHOLE GAME IS HANGING FROM A LEDGE. IN THE PRIDELANDS, IT'S A GREAT WAY TO ESCAPE THE BOMBARDIER BEETLES.

YOUR ROAR METER INCREASES GRADUALLY AS YOU MOVE THROUGH THE GAME. IF YOU'RE OUT OF POWER, WAIT A FEW SECONDS FOR IT TO FILL UP.

USE THE DOWN AND UP COMMANDS TO CROUCH DOWN AND SEE WHAT'S HIDDEN ABOVE OR BELOW SIMBA, AND CHOOSE YOUR NEXT MOVE WISELY.

WHEN SIMBA LEAPS FROM LEDGE TO LEDGE, YOU PRESS THE JUMP BUTTON AND THEN PRESS RIGHT, LEFT, UP/LEFT, OR RIGHT/LEFT TO FLY OVER THE OPENINGS BETWEEN THE LEDGES. TRY TO PRESS RIGHT OR LEFT AT THE PEAK OF YOUR JUMP TO MOVE SIMBA THE MOST DISTANCE.

PORCUPINES



YOU CAN ROLL RIGHT THROUGH ALL THE PORCUPINES, EXCEPT THOSE ON SMALLER LEDGES. TO ROLL THROUGH A PORCUPINE, PRESS DOWN/FORWARD (DIAGONAL) WHILE SIMBA IS MOVING. FOR PORCUPINES ON SMALLER LEDGES WHERE SIMBA CAN'T ROLL, ROAR TO STUN THEM. AFTER YOU STUN A PORCUPINE, YOU MAY NEED TO POUNCE ON HIM TO MOVE HIM OUT OF YOUR WAY. OF COURSE, PORCUPINES CAN CAUSE SOME DAMAGE TO SIMBA'S HEALTH METER. TO KEEP MOVING ALONG, YOU CAN ALWAYS JUMP OVER A PORCUPINE TOO.

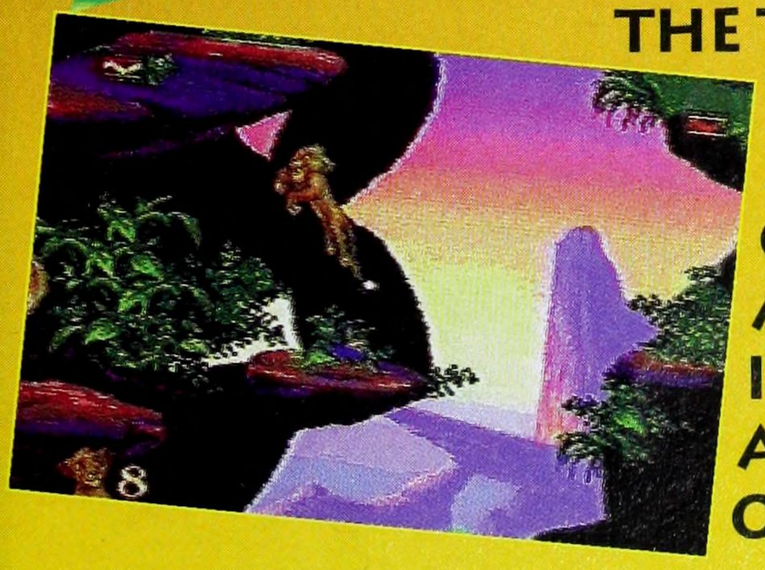
LIZARDS

DEFEATING A LIZARD'S STINGING TONGUE REQUIRES A SIMPLE POUNCE DIRECTLY ON HIM. IF YOU MISS HIM EVEN BY A LITTLE, YOU'LL TAKE SOME DAMAGE TO SIMBA'S HEALTH METER. OR, YOU CAN ALWAYS JUST HOP OVER HIM AND KEEP MOVING ON.

BOMBARDIER BEETLES

WATCH OUT FOR THE BOMBARDIER BEETLES. THEY'RE THE BLUE BUGS THAT PACE BACK AND FORTH ON THE LEDGES, AND THEY'RE THE ONLY BUGS THAT ACTUALLY MOVE.

BOMBARDIER BEETLES CAN BE DANGEROUS IF YOU DON'T GET THEM FIRST. THE TRICK IS TO POUNCE ON THEM DIRECTLY, AND THEN QUICKLY MOVE TO ANOTHER LEDGE WHILE THEY OPEN THEIR WINGS AND FLY AWAY. OR, IF YOUR ROAR METER IS HIGH ENOUGH, AND IF YOU'RE AT A SAFE DISTANCE, ROAR AT ONE AND WATCH HIM POP!



The PRIDELANDS

1ST CONTINUE MARKER

JUMP UP AND TOUCH THE 1ST CONTINUE MARKER BEFORE YOU START CLIMBING TREES OR GO AFTER THE BUGS TO THE LEFT.

CONTINUE MARKER

BONUS BUG

IN THE UPPER-LEFT TREES, LOOK FOR A RED AND BLUE BUG WITH AN X ON ITS BACK ALONE IN A SECLUDED TREE. THIS IS THE BONUS BUG THAT WILL LET YOU PLAY THE BUG TOSS BONUS ROUND.

YOU ALWAYS KNOW THAT SIMBA GOT A BONUS BUG OR 1UP WHEN YOU HEAR HIM EXCLAIM, "COOL!"

BONUS BUG

AFRICAN RED BUG

THE HIDDEN AFRICAN RED BUG ON THE LOWER-LEFT LEDGE INCREASES THE SIZE OF SIMBA'S HEALTH METER BUT IS TOUGH TO GET TO. (LOOK AT THE LEVEL MAP FOR THE PATH TO FOLLOW.) AFTER YOU STUN THE PORCUPINE, JUMP ON HIS LEDGE AND DROP DOWN TO A LEDGE BELOW. YOU MAY NEED TO CLIMB UP 2 OTHER LEDGES. THEN, TIME YOUR JUMP VERY CAREFULLY TO TOUCH THE AFRICAN RED BUG. AFTER YOU HIT THE RED BUG, YOU CAN JUMP RIGHT BACK UP ON THE LEDGE ABOVE.

AFRICAN RED BUG

BEETLES AND BUGS

EVERY OTHER BUG INCREASES SIMBA'S ROAR OR HEALTH METER, SO TAKE WHATEVER YOU NEED.

THERE ARE 4 OTHER BUGS HIDDEN IN THE UPPER TREES. YOU CAN GET TO THE BUGS BY JUMPING THROUGH THE TREE-TOPS. THE BLUE BEETLE INCREASES THE SIZE OF SIMBA'S ROAR METER. THE PLAIN YELLOW AND PATTERNED BEETLES ALL RESTORE SOME OF SIMBA'S HEALTH.

PATTERNED BEETLE

RAFIKI'S SECRETS

The PRIDELANDS

CIRCLE OF LIFE AND 1UP

FAR ON THE RIGHT OF THE SCREEN IS A HIDDEN PATH WHERE SIMBA CAN FIND A CIRCLE OF LIFE AND A 1UP. A 1UP GIVES SIMBA AN EXTRA CHANCE, AND A CIRCLE OF LIFE GIVES SIMBA AN EXTRA CONTINUE.

SIMBA JUMPS DOWN AND FINDS A PORCUPINE AND A 1UP. TO JUMP PAST THE 1ST PORCUPINE, SWING LEFT AS YOU JUMP DOWN TO HIS LEDGE. AFTER YOU GET RID OF HIM AND TAKE THE 1UP, TUMBLE TO THE RIGHT DOWN A HILL, BATTLE ANOTHER PORCUPINE, AND FIND THE CIRCLE OF LIFE. AFTER YOU'VE COLLECTED THE GOODIES, MOVE BACK UP TO THE LEDGE OF THE 2ND PORCUPINE AND ROLL TO THE LEFT. THEN, YOU HAVE TO RETRACE YOUR STEPS BACK UP THE LEDGES.

2ND CONTINUE MARKER

WHEN YOU GET TO THE 2ND CONTINUE MARKER, YOU'RE ALMOST THROUGH THE LEVEL. ALL THAT'S LEFT IS TO DEFEAT THE HYENA. JUMP UP AND TOUCH THE CONTINUE MARKER SO THAT IF THE HYENA DEFEATS YOU, YOU KEEP COMING BACK TO THIS SPOT. YOU HAVE TO TIME YOUR JUMP PERFECTLY TO TAKE THE LAST PLAIN YELLOW BEETLE. IT RESTORES HALF OF SIMBA'S HEALTH.

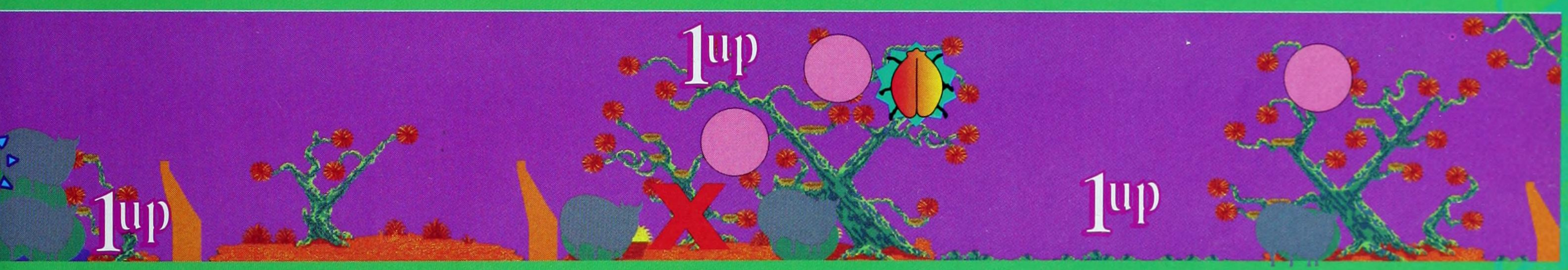
PLAIN YELLOW BEETLE

HYENA

TIMING IS CRITICAL TO DEFEAT THE HYENA WHO TRIES TO PREVENT YOU FROM MOVING ON TO THE NEXT LEVEL. AVOID HIS POUNCES UNTIL HE STARTS TO PANT. THEN, HE'S VULNERABLE TO SIMBA'S POUNCES. WHEN THE HYENA JUMPS HIGH THE FIRST TIME, YOU CAN RUN UNDER HIM AND JUMP ONTO THE LEDGE. THE LEDGE IS A GOOD PLACE TO WAIT WHILE THE HYENA POUNCES UP AT SIMBA, BUT YOU STILL HAVE TO JUMP TO AVOID THE ATTACKS OF THE HYENA. WHEN HE FINALLY BEGINS TO PANT, YOU HAVE AN EXCELLENT LOCATION TO ATTACK HIM.

CAN'T WAIT TO BE KING

PATH 2



- **BONUS BUG:** Get to play the bonus round
- **PLAIN BEETLE:** Restores half of Simba's health
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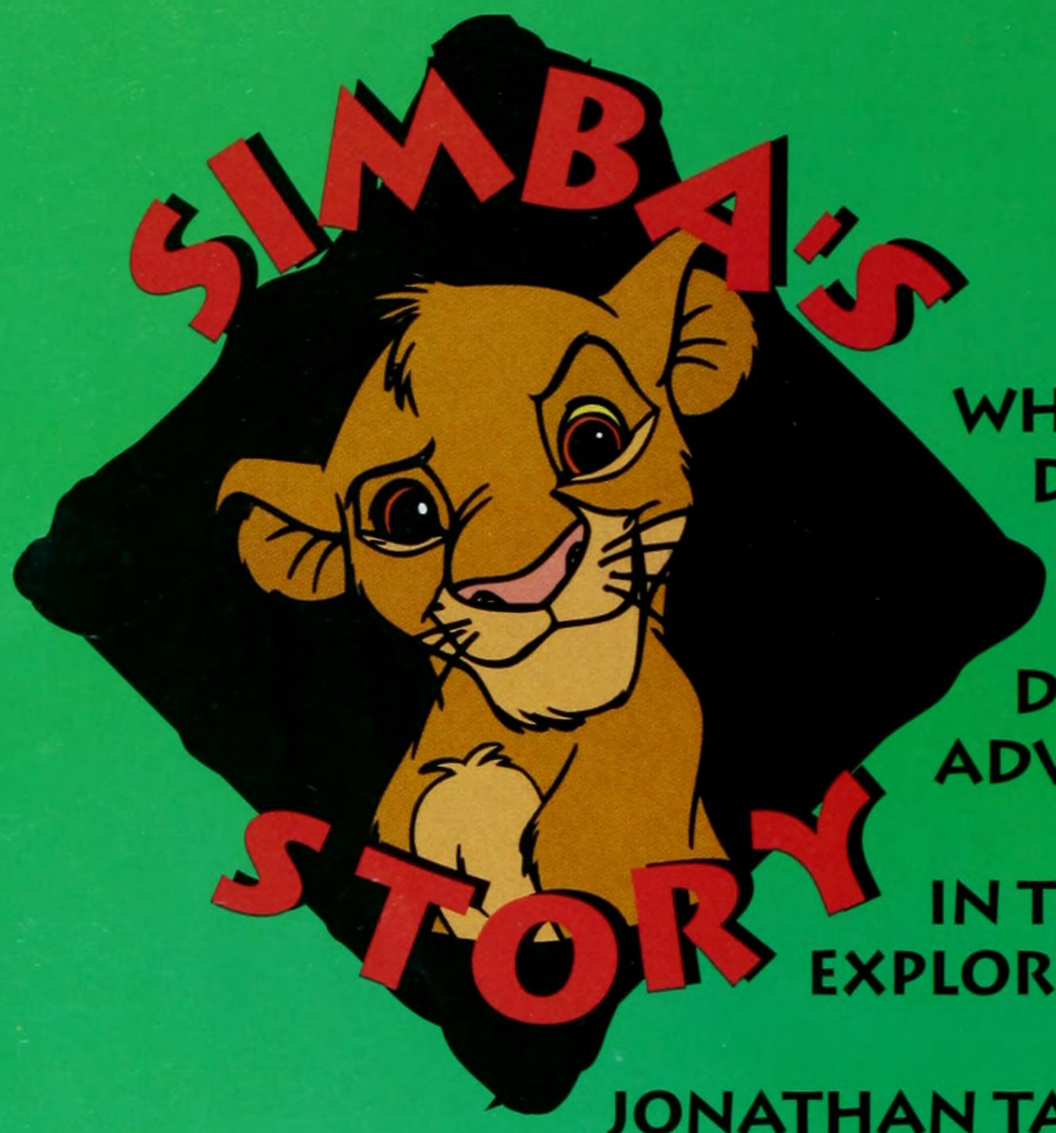
- **AFRICAN RED BUG:** Increases Simba's health
- **BLUE BEETLE:** Increases Simba's roar
- **1UP:** Increases the number of Simba's Chances by one
- **CIRCLE OF LIFE:** Allows 1 more Continue in the game when all Chances have been lost
- **BAD BUGS:** Avoid these
- **CONTINUE MARKER**
- **HIDDEN PATH**
- **PINK MONKEY**
- **GIRAFFE**
- **HIPPO/RHINO**

CAN'T WAIT TO BE KING



WHEN SIMBA LEARNS THAT HE WILL SOMEDAY BECOME THE LION KING, HE CAN'T CONTROL HIS YOUTHFUL ENTHUSIASM AND CONTINUES EXPLORING HIS KINGDOM. HIS EXPLORATION SOON BECOMES AN ADVENTURE.

IN THE MOVIE, YOUNG SIMBA DOES HIS EXPLORING WITH YOUNG NALA .

JONATHAN TAYLOR THOMAS SAYS, "IN THE SCENE 'I JUST CAN'T WAIT TO BE KING,' THAT WAS THE ONLY SCENE I ACTUALLY RECORDED MY LINES WITH ANOTHER ACTOR" (NIKETA CALAME, THE VOICE OF YOUNG NALA).

"NORMALLY, I WOULD GO TO THE STUDIO AND WORK ALONE WITH THE DIRECTORS. SOUND ENGINEERS WOULD THEN EDIT MY LINES TOGETHER WITH THE OTHER ACTORS' LINES. I FOUND IT EASIER TO WORK WITH THE OTHER ACTOR, BECAUSE I HAD SOMEONE TO PLAY OFF OF."

TIPS FOR CAN'T WAIT TO BE KING

RHINO TAILS AND SNOUTS

YOU CAN JUMP DIRECTLY ONTO RHINOCEROS SNOUTS, OR YOU CAN USE THEIR TAILS TO FLIP YOU UP. THE RHINOS WILL THEN PROPEL YOU UP IN THE AIR WHERE YOU NEED TO GO. USE THE 1ST RHINO'S SNOUT TO GET A HEADSTART ON THE GAME.

GIRAFFE HEADS

YOU HAVE TO PRACTICE YOUR JUMPING TECHNIQUE OR YOU'LL KEEP FALLING OFF THE GIRAFFE HEADS. YOU NEED TO GET A JUMPING RHYTHM GOING WITH SIMBA JUMPING AND MOVING UP/RIGHT AT THE SAME TIME. THE GIRAFFE HEADS GET FURTHER APART AS YOU GO ALONG.

IF SIMBA STANDS STILL TOO LONG, THE GIRAFFES TIP YOU OFF INTO THE WATER, SO KEEP HIM MOVING. YOU CAN BOUNCE ON A GIRAFFE'S HEAD MORE THAN ONCE TO KEEP YOUR RHYTHM GOING.

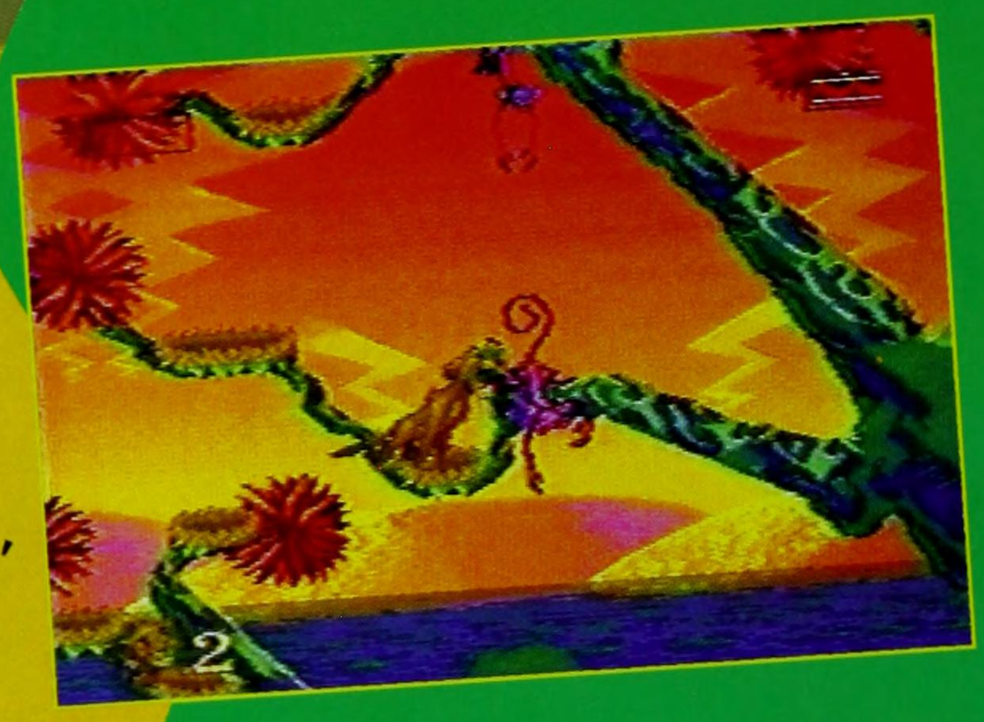
CAN'T WAIT TO BE KING

1ST SET OF TREES

IF YOU HAVE A BIG ENOUGH JUMP OFF THE LAST GIRAFFE, YOU'LL JUMP DIRECTLY INTO THE TREES. IF NOT, YOU HAVE TO START FROM THE GROUND. YOU CAN JUMP INTO THE TREES YOURSELF OR USE THE RHINO'S SNOUT TO BE TOSSED UP.

PINK MONKEYS

THE MONKEYS IN THE TREE WILL THROW YOU THE DIRECTION YOU WANT TO GO IF YOU ROAR AT THE PINK MONKEYS TO CHANGE THEIR POSITION. JUMP THROUGH THE NESTS IN THE TREE TO GET NEAR THE PINK MONKEYS, AND ROAR AT EACH ONE 1 TIME.



THEN, JUMP DOWN ONTO THE RHINO'S SNOUT TO GET A SEND OFF. IF YOU DON'T HAVE THE PINK MONKEYS FACING THE CORRECT WAY, THE MONKEYS WILL TOSS YOU BACK TO THE GROUND.

RIDING THE OSTRICH

AFTER THE MONKEYS TOSS YOU BEYOND THE TREES, SIMBA LANDS ON THE BACK OF AN OSTRICH. IN THIS SECTION, YOU NEED TO JUMP OVER THE PINK BABY RHINOS AND DUCK BELOW THE TREE LIMBS. THE ARROWS IN THE GAME GIVE YOU HINTS ON WHERE TO JUMP AND WHEN TO DUCK—WATCH THEM THE FIRST TIME AND LEARN.

MAKING THE DOUBLE JUMP OVER THE BABY RHINO AND THE BIRD NEST IS TOUGH. THE TRICK IS TO WAIT TO JUMP UNTIL YOU'RE NEARLY ON TOP OF THE BABY RHINO. THE OSTRICH HAS TO CLEAR THE BABY RHINO AND GO BETWEEN THE 2 BRANCHES. THEN SIMBA MUST JUMP HIGH UP OVER THE 2ND BRANCH.

1ST CONTINUE MARKER

AFTER SIMBA AND THE OSTRICH CLEAR THE FIRST SET OF JUMPS, YOU'LL AUTOMATICALLY BE THROWN INTO THE 1ST CONTINUE MARKER.

RAFIKI'S SECRETS

BLUE HIPPOS

THE BLUE HIPPOPOTAMUSES HOLD A CIRCLE OF LIFE. THE SECRET LEDGE TO CLIMB IS JUST TO THE LEFT OF THE 1ST HIPPO'S RIGHT EYE, JUST BELOW HIS EAR. WHEN SIMBA JUMPS UP, HE CAN GRAB THE LEDGE, CLIMB THE HIPPO'S SNOUT, AND JUMP TO THE NEXT HIPPO. IF YOU FALL, YOU CAN GRAB ONTO A HIPPO'S TAIL.

HIDDEN 1UP

WHEN YOU REACH THE END OF THE LEDGE OF HIPPOS, DROP TO THE GROUND BELOW THE GIRAFFE. A HIDDEN 1UP IS WAITING FOR YOU. TAKE THE 1UP, AND THEN JUMP BACK UP ONTO THE LAST HIPPO'S SNOUT. FROM THERE, YOU CAN JUMP INTO THE NEST AND OVER THE GIRAFFE'S HEAD. OR, YOU CAN CLIMB THROUGH THE NESTS.

2ND CONTINUE MARKER

AFTER YOU TAKE YOUR 2ND SUCCESSFUL RIDE ON THE OSTRICH, YOU'LL REACH THE 2ND CONTINUE MARKER. JUMP UP AND TOUCH IT BEFORE YOU GO ON.

DOUBLE SET OF TREES

WHEN YOU REACH THE 1ST SET OF TREES, JUMP ON THE 2ND RHINO'S SNOUT, AND HE TOSSES YOU INTO THE AIR. THERE'S A 1UP SUSPENDED IN THE AIR JUST ABOVE THE UPPER-LEFT BRANCHES. TRY TO CAPTURE IT AS YOU LEAP FROM NEST TO NEST.

WHEN YOU'RE IN THE TREE, ROAR AT THE LEFT PINK MONKEY TO CHANGE HIS DIRECTION. THEN, JUMP DOWN ON THE FIRST RHINO'S SNOUT, AND YOU'LL BE TOSSED TO THE 2ND SET OF TREES.

IN THE 2ND SET OF TREES, ROAR AT THE PINK MONKEY, AND DROP DOWN TO THE GROUND. TO GET THE 1UP IN THE LOWER-LEFT CORNER, FOLLOW THE HIDDEN ARROW AND JUMP ONTO THE LOG THAT BOBS IN THE WATER. YOU HAVE TO KEEP MOVING RHYTHMICALLY TO THE LEFT ON THE LOGS, OR SIMBA FALLS INTO THE WATER WHEN THEY SINK.

WHEN YOU'RE BACK AT THE FIRST SET OF TREES, THIS IS THE TIME TO GET THE BONUS BUG. ROAR AT THE PINK MONKEY ON THE RIGHT, DROP DOWN TO THE PINK MONKEY ON THE LEFT, AND ROAR AT HIM AGAIN. JUMP DOWN ONTO THE 1ST RHINO'S SNOUT, AND OFF YOU GO!

BONUS BUG

THE BLUE BONUS BUG IS HIDDEN IN THE 1ST SET OF TREES. TAKE IT TO PLAY THE BUG HUNT BONUS ROUND.

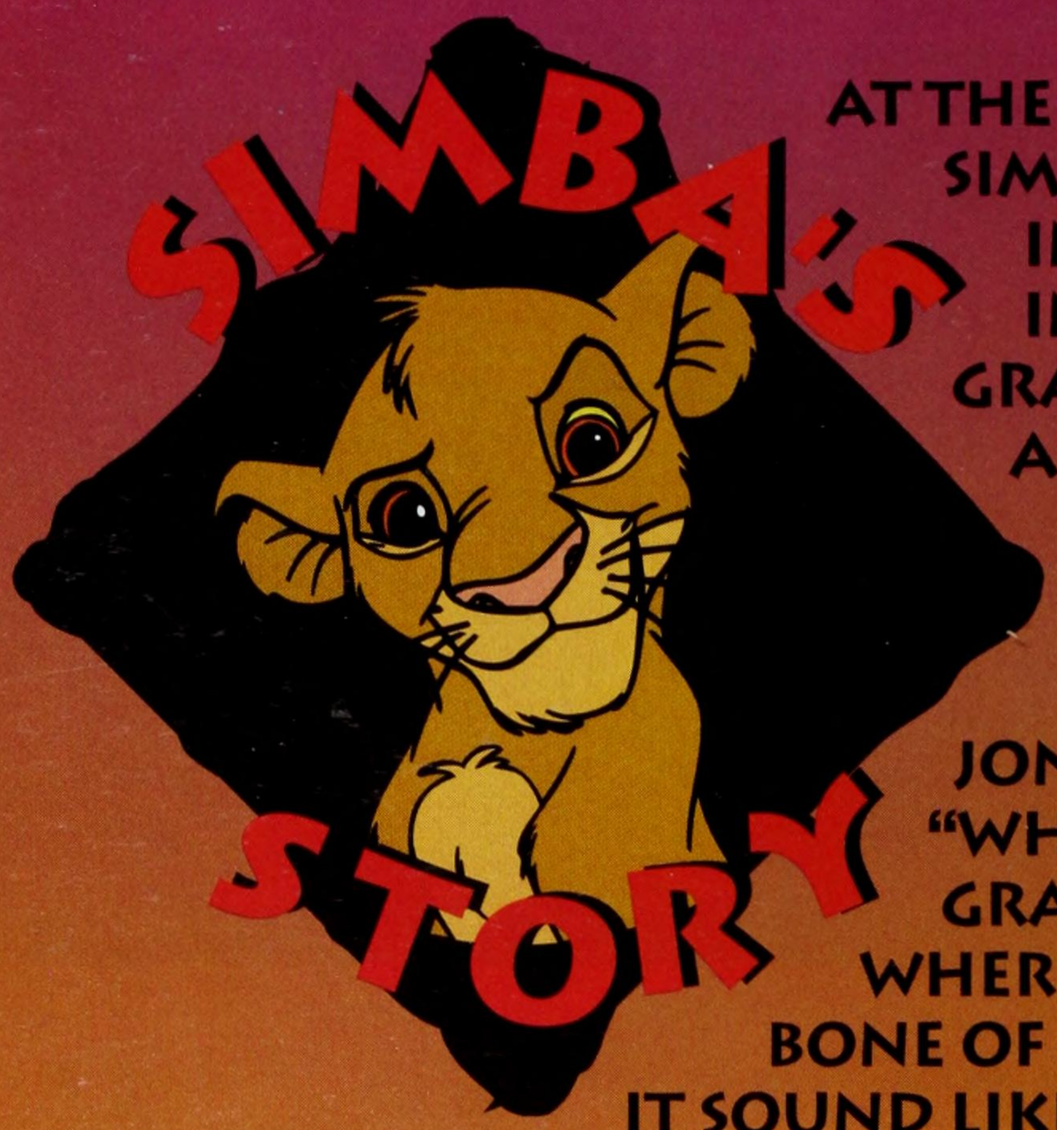
ELEPHANT GRAVEYARD

- **BONUS BUG:** Get to play the bonus round
- **PLAIN BEETLE:** Restores half of Simba's health
- **PATTERNED BEETLE:** Restores all of Simba's health
- **AFRICAN RED BUG:** Increases Simba's health
- **BLUE BEETLE:** Increases Simba's roar
- **1UP:** Increases the number of Simba's Chances by one
- **CIRCLE OF LIFE:** Allows 1 more Continue in the game when all Chances have been lost
- **BAD BUGS:** Avoid these
- **CONTINUE MARKER**
- **HIDDEN PATH**

PATH 3

ELEPHANT GRAVEYARD

SIMBA'S STORY



AT THE PEAK OF HIS FOOLISH BRAVADO, SIMBA DISREGARDS HIS FATHER'S WARNING AND DELIBERATELY WANDERS INTO THE FORBIDDEN ELEPHANT GRAVEYARD. SIMBA'S PLAYFUL ROMP AMIDST THE BONES SOON BECOMES A MORE SERIOUS ESCAPE ATTEMPT WHEN THE HYENAS BEGIN TO ATTACK THE YOUNG CUB.

JONATHAN TAYLOR THOMAS SAYS, "WHEN WE RECORDED THE ELEPHANT GRAVEYARD SCENE, THERE'S ONE PART WHERE SIMBA SLIDES DOWN THE BACKBONE OF AN ELEPHANT'S SKELETON. TO MAKE IT SOUND LIKE MY CHARACTER WAS ACTUALLY SLIDING DOWN THE BUMPY BACKBONE OF THE ELEPHANT, SOMEONE ACTUALLY LIFTED ME UP INTO THE AIR AND SHOOK ME WHILE I WAS RECORDING THE LINES."

TIPS FOR ELEPHANT GRAVEYARD

FIGHTING THE HYENAS

SIMBA FALLS INTO THE GRAVEYARD AND LANDS IN FRONT OF AN ELEPHANT SKULL. HE'S IMMEDIATELY ATTACKED BY 2 HYENAS, WHO CRAWL OUT OF THE EYES OF THE SKULL.

TO DEFEAT THE HYENAS, YOU'VE GOT TO AVOID THEIR JUMPING ATTACKS AND WAIT 'TIL THEY START TO PANT. WHEN THE HYENAS JUMP HIGH, YOU CAN RUN UNDER THEM TO AVOID BEING HIT. WHEN THEY'RE PANTING, YOU'VE GOT TO POUNCE ON THEM TO MAKE THEM DIZZY AND KNOCK THEM OUT. (YOU POUNCE 1, 2, OR 3 TIMES DEPENDING ON THE DIFFICULTY LEVEL.)

BANZAI AND SHENZI

BANZAI AND SHENZI ARE THE HYENAS WHO ARE ESSENTIALLY EVIL HENCHMEN FOR SCAR. WHEN SCAR'S GOT DIRTY WORK, HE JUST HAS TO BRIBE THEM WITH SOME FREE FOOD. SHENZI IS THE BRAINS OF THE BUNCH, AND BANZAI IS HER SIDEKICK. WHEN SIMBA WANDERS OFF INTO THE ELEPHANT GRAVEYARD, THE HYENAS GET THEIR FIRST CHANCE TO TEASE THE YOUNG CUB.

WATCH OUT FOR CRUMBLING BONES

UNTIL YOU DEFEAT THE HYENAS, THERE'S NO PLACE FOR YOU TO RUN. BUT AFTER YOU DEFEAT BOTH HYENAS AND RUN LEFT, A COLUMN OF BONES WILL CRUMBLE TO LET YOU PASS THROUGH.

MOVE QUICKLY, BECAUSE A PIECE OF A LONG BONE WILL BREAK OFF AS YOU RUN OVER IT. GET THE PATTERNED BEETLE TO THE LEFT, AND THEN RUN BACK TO THE RIGHT AGAIN.
WHEN YOU REACH THE PLACE WHERE THE BONE JUST BROKE OFF, JUMP DOWN INTO THE OPENING. TAKE THE PLAIN YELLOW BEETLE AND RUN LEFT—BUT AVOID THE BOMBARDIER BEETLE HIDING IN THE CURVE.

LEAP THE CREVASSE

WHEN YOU RUN RIGHT, YOU'LL COME TO THE FIRST CREVASSE. LEAP ACROSS THE CREVASSE ONTO THE ELEPHANT TUSK—BONES WILL CRUMBLE ALL ALONG THE WAY.

AFTER YOU PASS THE TUSK, YOU'LL REACH A LEDGE YOU NEED TO JUMP ONTO. THERE'S A PLAIN YELLOW BEETLE ABOVE, BUT THERE'S A HYENA WAITING TOO—HE'S TOUGH TO BEAT.

THE BONUS BUG

AFTER YOU DEFEAT THE HYENA, GET THE BONUS BUG SO YOU CAN PLAY THE BUG TOSS BONUS LEVEL AT THE END. THE BONUS BUG IS RED AND BLUE WITH AN X ON HIS BACK.

TO REACH THE BONUS BUG, YOU MUST JUMP HIGH AND TO THE LEFT TO REACH ONE LEDGE. THEN, JUMP TO THE RIGHT TO REACH THE LEDGE THE BUG IS ACTUALLY ON. GET THE BUG, AND THEN DROP BACK DOWN TO THE RIGHT TO YOUR PATH AND GO RIGHT AGAIN.

SWINGING FROM BONE TO BONE

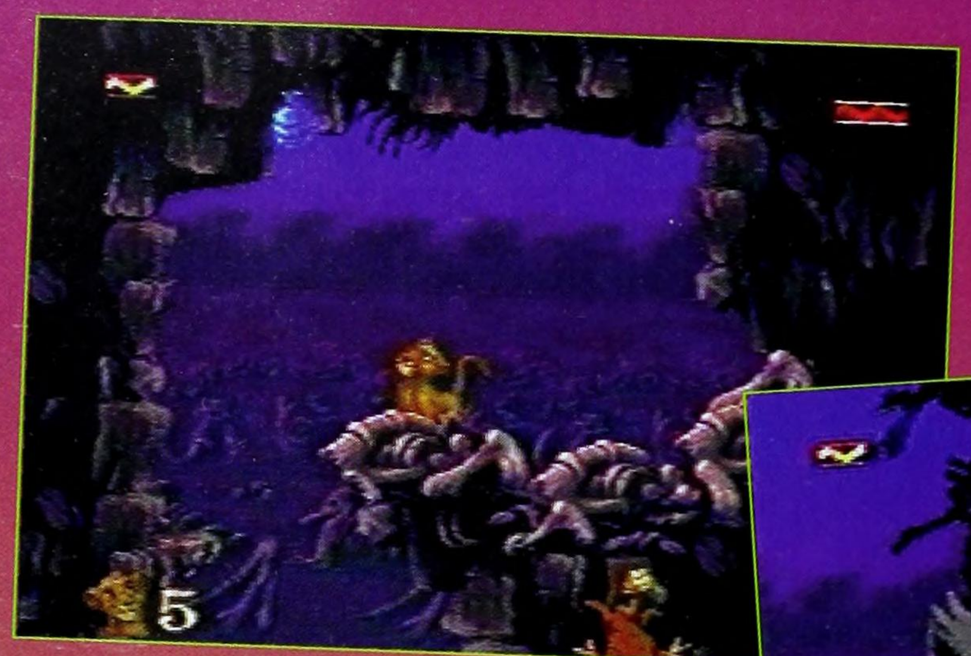
TO CROSS THE NEXT CREVASSE TO YOUR RIGHT, YOU MUST USE THE BONES AS POLES TO SWING AND GRAB YOUR WAY ACROSS. TO FLIP FROM BONE TO BONE, EXCELLENT TIMING IS THE KEY. TO GRAB THE FIRST BONE, PRESS THE JUMP BUTTON SO THAT SIMBA CAN REACH IT WITH HIS FRONT PAWS. HE'LL AUTOMATICALLY LATCH ONTO THE BONE AND BEGIN SWINGING BACK AND FORTH.

TO FLIP TO THE NEXT BONE, PRESS THE JUMP BUTTON JUST AS SIMBA BEGINS TO SWING BACK FROM THE LEFT. AS THE BONES BECOME FURTHER APART, YOU MUST PRESS UP/RIGHT AS YOU PRESS JUMP. YOU MUST TOUCH THE NEXT BONE WITH YOUR FRONT PAWS TO GRAB IT.

USE YOUR JUMP BUTTON WITH YOUR D-PAD TO SEND SIMBA CAREFULLY ACROSS THE CREVASSE. (IF YOU TIME IT CORRECTLY, YOU CAN RUN AND JUMP OFF THE END OF THE LONG BONE AND JUMP INTO THE 2ND SET OF BONE POLES TO AVOID THE 1ST SET ALL TOGETHER.)

POUNCING ON BUZZARDS

WHEN THE BUZZARDS SEE YOU, THEY'LL LEAVE THEIR ROOSTS AND START SWOOPING DOWN AT YOU. YOUR JOB IS TO POUNCE ON THEM TWICE TO MAKE THEM LOSE THEIR FEATHERS AND FALL DOWN OFF THE SCREEN. IF YOU'RE FAST, YOU CAN TAKE THEM OUT BEFORE THEY EVEN TAKE OFF. (YOU HAVE TO HIT THEM 1, 2, OR 3 TIMES DEPENDING ON THE DIFFICULTY LEVEL.)



WHEN THE BUZZARDS SHRIEK AT YOU, YOU CAN JUST RUN SIDEWAYS AND ROLL THROUGH THEM. YOU'RE INVINCIBLE AND YOU'LL HIT THEM AUTOMATICALLY.

ROLLING THROUGH STACKS OF BONES

KEEP RUNNING RIGHT AND THEN GO DOWN TO YOUR LEFT. WHEN YOU REACH A PILE OF BONES, JUST ROLL THROUGH IT TO MAKE IT COLLAPSE.

GET THE PATTERNED BEETLE, AND THEN KEEP GOING RIGHT. LEAP ACROSS THE CREVASSE, AND BATTLE ANOTHER BUZZARD.

FLIP BACKWARDS TO CLIMB THE STAIR OF BONES

HE HIGH, VERTICAL SERIES OF BONES TO THE EFT IS TOUGH TO CLIMB. IF YOU'RE HAVING ROUBLE CLEARING THE STAIR OF BONES, TRY LIPPING SIMBA BACKWARDS—IT'S A LITTLE ASIER. WHEN YOU JUMP ONTO THE FIRST ONE POLE, MAKE SURE THAT SIMBA FACES HE OPPOSITE DIRECTION YOU WANT TO O. THEN TIME YOUR FLIPS AS USUAL.

HIDDEN 1UP

WHEN YOU REACH THE LONG LEDGE ABOVE, YOU HAVE A CHOICE: YOU CAN GET THE 1UP TO YOUR LEFT OR TAKE 2 PLAIN YELLOW BEETLES TO YOUR RIGHT. (YOU CAN ALWAYS SKIP THE BONE STAIR ALL TOGETHER AND KEEP MOVING TO YOUR RIGHT.) TO GET THE HIDDEN 1UP, JUMP LEFT AND DOWN—TIMING IS CRITICAL. IF YOU DON'T JUMP FAR LEFT AND LAND IN THE RIGHT PLACE, YOU'LL FALL INTO THE CREVASSE. AFTER YOU GET THE 1UP, JUMP RIGHT OVER THE CREVASSE, AND KEEP MOVING ON.

2 HIDDEN BEETLES

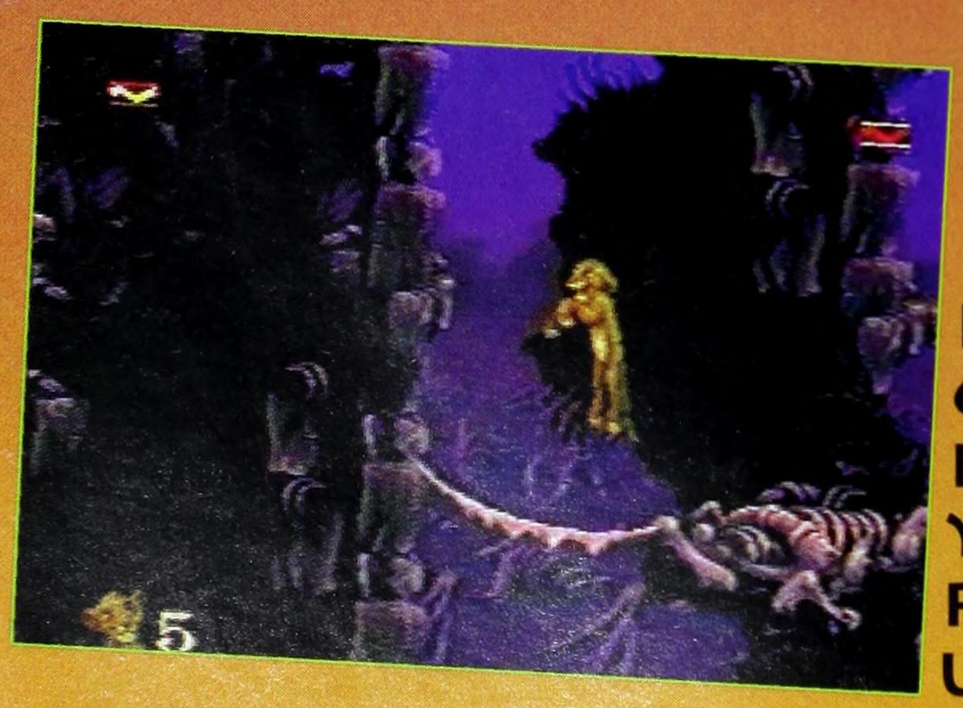
O GET THE 2 YELLOW BEETLES TO YOUR RIGHT, UMP HIGH, RIGHT, AND DOWN—WATCH OUT OR THE BLACK WIDOW SPIDER. IT'S A LEAP OF AITH BECAUSE YOU CAN'T SEE WHERE YOU'RE OING. YOU HAVE TO JUMP WELL TO YOUR IGHT OR YOU'LL FALL INTO THE CREVASSE. FTER YOU LAND, KEEP GOING RIGHT.

CLIMBING THE LEDGES

WHEN YOU REACH THE FIRST SERIES OF LEDGES, YOU HAVE A NEW SKILL TO LEARN. (BEFORE YOU START CLIMBING, GET THE PLAIN YELLOW BEETLE HIDDEN TO THE RIGHT.) YOU HAVE TO CLIMB THE LEDGES TO GET OUT OF THE HOLE.

PLAIN YELLOW BEETLE

TO GRAB ONTO THE 1ST LEDGE, YOU HAVE TO JUMP OUT TO AVOID HITTING SIMBA'S HEAD AND THEN JUMP BACK IN TO GRAB HOLD OF THE LEDGE. THEN, YOU CAREFULLY JUMP UP/RIGHT AND UP/LEFT TO CLIMB TO THE TOP. FIGHT THE BUZZARD AND KEEP GOING RIGHT.



OLD ELEPHANT HIDE

WHEN YOU COME ACROSS OLD PIECES OF ELEPHANT HIDE, YOU CAN USE THEM AS TRAMPOLINES TO BOUNCE ACROSS BARRIERS. BUT BE CAREFUL. ELEPHANT HIDE IS OLD. YOU CAN ONLY BOUNCE 6 OR 7 TIMES BEFORE IT BREAKS. AND, YOU CAN'T JUMP ON THE HIDE WITH MUCH FORCE. IF YOU JUMP ON THE HIDE FROM HIGH UP, SIMBA'S WEIGHT WILL BREAK IT.

MORE LEDGES

TO GET OUT OF THE HOLE, CLIMB THE NEXT SERIES OF LEDGES. WHEN YOU REACH THE TOP, DUCK TO TAKE A LOOK AROUND. THERE'S A BUZZARD WAITING FOR YOU BELOW AND A PATTERNED BEETLE ABOVE.

CONTINUE MARKER

YOU HAVE TO SWING ACROSS ONE MORE SERIES OF ELEPHANT BONES TO GET TO THE CONTINUE MARKER. JUMP UP AND TOUCH THE CONTINUE MARKER BEFORE YOU TRY TO BEAT THE WATER. NOW, THINGS REALLY GET TOUGH.

WATER SPRAY

YOU HAVE TO CLIMB UP THE LEDGES QUICKLY AND MAKE IT TO THE TOP BEFORE THE WATER REACHES YOU. SKIP THE LOWEST LEDGE ON THE RIGHT, AND START WITH THE FIRST LEDGE ON THE LEFT TO GET A HEADSTART.

TO JUMP ONTO THE FIRST LEDGE, YOUR TIMING WITH THE JUMP BUTTON AND D-PAD MUST BE PERFECT. PRACTICE JUMPING OUT AND BACK IN UNTIL YOU HIT THE LEDGE PERFECTLY.

THE PLAIN YELLOW BEETLE AT THE TOP OF THE LEDGE IS TOUGH TO GET. IT'S FOR EXPERTS ONLY AND NOT WORTH LOSING A CHANCE(S) FOR.

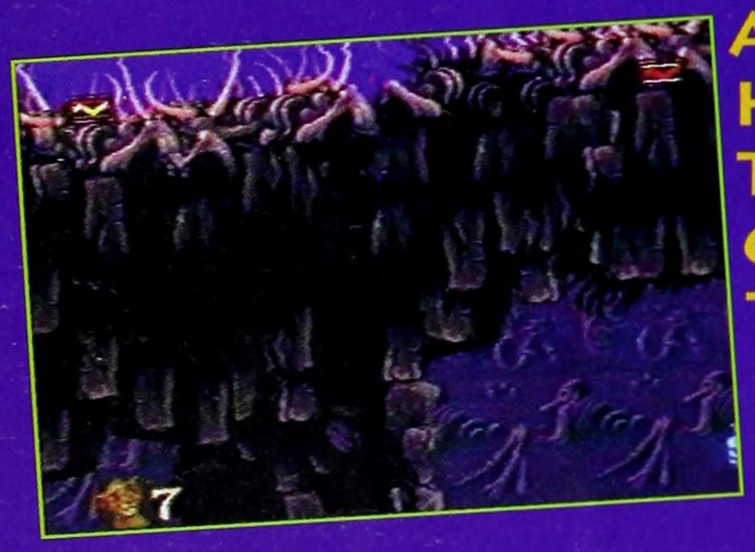
RAFIKI'S SECRETS

HIDDEN PATH

WHEN YOU TRAVEL FURTHER ALONG TO THE LEFT, THE PATH OF BONES WILL CRUMBLE BENEATH YOU AND LEAVE YOU WITH ONLY ONE WAY TO GO. DEFEAT THE 2 BUZZARDS AND THEN CAREFULLY DROP DOWN AND TO THE RIGHT.

ROLL TO THE RIGHT ALONG THE HIDDEN PATH BEHIND THE WALL OF BONES. WHEN SIMBA DISAPPEARS, HE GETS A HIDDEN BUG THAT INCREASES HIS HEALTH. ON THE LEDGE WHERE SIMBA REAPPEARS, HE CAN REACH THE BLUE BEETLE THAT INCREASES HIS ROAR.

AFTER SIMBA TAKES THE HIDDEN PATH, HE'LL HAVE TO RETRACE HIS STEPS. CAREFULLY JUMP DOWN TO THE LEFT TO BATTLE THE BUZZARD. IF YOU MISS, YOU'LL FALL INTO THE CREVASSE. THEN, TRAVEL ON TO THE RIGHT PAST THE CONTINUE MARKER, AND YOU MUST RECLIMB THE LEDGES AND BEAT THE WATER GEYSERS AGAIN.



BLUE BEETLE

AT THE TOP, THE BONE PIT WILL BE EXPOSED THIS TIME BECAUSE THE BONE PATH CRUMBLED UNDER YOU BEFORE. YOU'LL PROBABLY TAKE SOME DAMAGE HERE, SO TRY TO TOUCH DOWN ONLY ONCE. LEAP OVER 2 CREVASSES, BUT DON'T FALL, OR YOU'LL HAVE TO CLIMB ALL 3 SETS OF LEDGES AGAIN.

MORE HYENAS AND BUZZARDS

KEEP GOING TO YOUR LEFT AND BATTLE 2 MORE HYENAS. YOU CAN TAKE THE PLAIN YELLOW BEETLE IF YOU NEED TO RESTORE SOME OF SIMBA'S HEALTH. ROLL DOWN THE LONG VERTEBRAE, AND BATTLE 2 MORE BUZZARDS.

CIRCLE OF LIFE

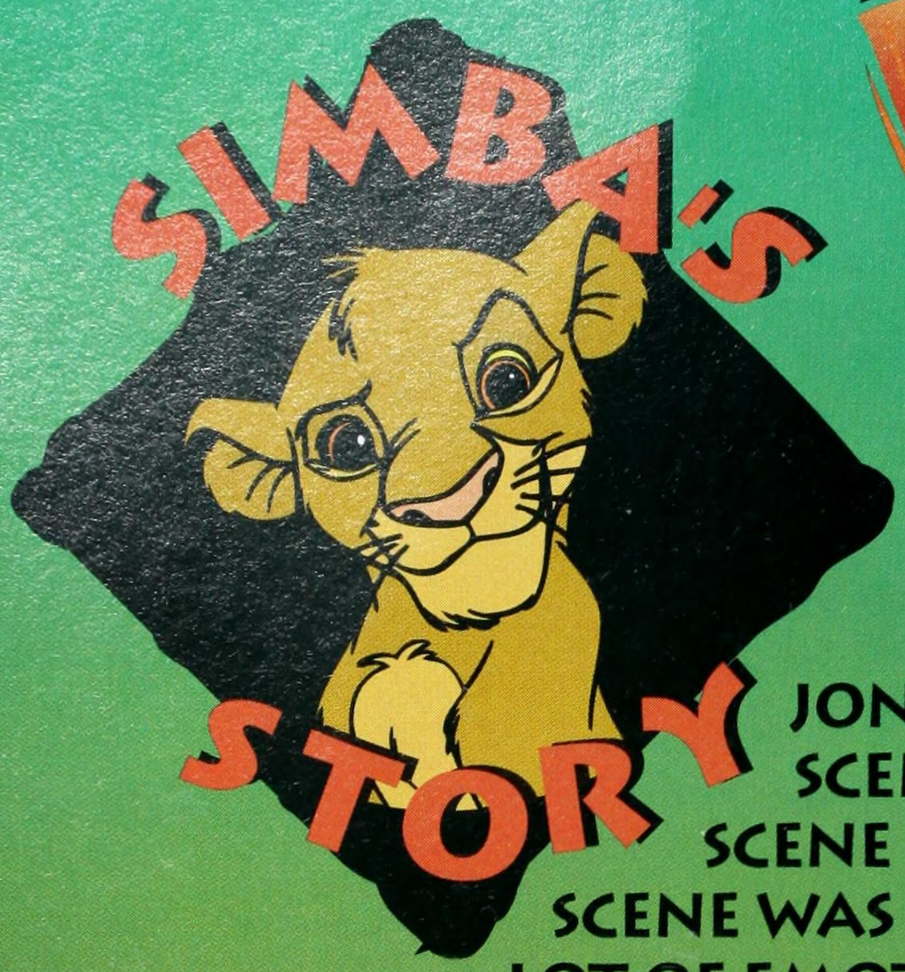
WHEN YOU JUMP ON THE PIECE OF ELEPHANT HIDE, YOU'LL SEE THE CIRCLE OF LIFE BELOW YOU. RUN UP THE NEXT PIECE OF BONE, AND JUST WALK OFF THE EDGE—THERE'S A SMALL, SAFE PLACE TO LAND. GET THE CIRCLE OF LIFE, AND USE THE PIECE OF ELEPHANT SKIN TO GO BACK RIGHT AND THEN LEFT AGAIN.

THERE'S ANOTHER 1UP HIGH IN THE AIR ABOVE THE BONE OVER THE CIRCLE OF LIFE. BUT, THERE DOESN'T SEEM TO BE ANY WAY FOR SIMBA TO LEAP THAT HIGH AND REACH IT.

ALMOST THROUGH!

GET THE PATTERNED BEETLE, AND THEN YOU'RE BACK TO THE SKULL—YOU'RE ALMOST THROUGH! DEFEAT THE LAST BUZZARD, AND THEN YOU'LL HAVE TO DEFEAT THE HYENAS THAT KEEP FALLING FROM THE SKY.

AFTER YOU DEFEAT THE LAST HYENA, STAND NEAR THE COLUMN OF BONES BLOCKING YOUR EXIT, AND WAIT FOR THE BONES TO CRUMBLE. YOU'RE OUT! DON'T MISS SCAR WATCHING AS SIMBA LEAVES THE ELEPHANT GRAVEYARD.



WILDEBEEST STAMPEDE

JONATHAN TAYLOR THOMAS SAYS, "THE HARDEST SCENE FOR ME IN 'THE LION KING' WAS THE DEATH SCENE WHEN MY FATHER, MUFASA, WAS KILLED. THAT SCENE WAS THE MOST CHALLENGING BECAUSE IT REQUIRED A LOT OF EMOTION."

"ON 'HOME IMPROVEMENT,' I AM A WISE GUY AND AM ALWAYS MAKING JOKES. THIS SCENE WAS A STRETCH FOR ME BECAUSE I HAD TO BE VERY SERIOUS AND ACTUALLY CRY."

"DURING THIS SCENE, YOUNG SIMBA IS CAUGHT IN A STAMPEDE OF WILDEBEESTS. MUFASA LEAPS IN AND RESCUES SIMBA BUT IS THEN KNOCKED BACK INTO THE STAMPEDE WHERE HE'S TRAMPLED."

MUFASA

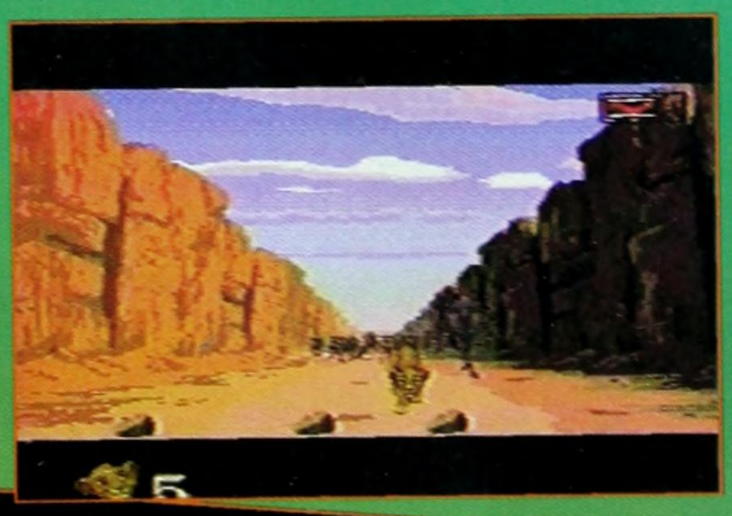
MUFASA IS SIMBA'S FATHER AND THE CURRENT LION KING OF THE PRIDELANDS. IN ADDITION TO HIS GREAT STRENGTH, MUFASA IS A WISE AND NOBLE RULER OF HIS KINGDOM. DURING THE WILDEBEEST STAMPEDE, WHICH IS ENGINEERED BY SCAR, SIMBA HANGS PRECARIOUSLY FROM A TREE IN THE MIDST OF THE STAMPEDING WILDEBEESTS. MUFASA SAVES SIMBA, BUT HE LOSES HIS OWN LIFE.

TIPS FOR THE WILDEBEEST STAMPEDE

THE GOAL OF THIS LEVEL IS SIMPLE: DODGE WILDEBEESTS AND MANEUVER PAST THE ROCKS—OR LOSE YOUR LIFE. IT'S BETTER TO MAKE CONTACT WITH A ROCK THAN A WILDEBEEST—ROCKS DO LESS DAMAGE.

JUMPING OVER ROCKS

YOU HAVE TO JUMP OVER THE ROCKS THAT ARE IN YOUR PATH. EACH ROCK BLINKS 4 TIMES BEFORE YOU SHOULD JUMP. IF YOU PRESS JUMP AT THE 4TH BLINK, YOU'LL CLEAR THE ROCK.

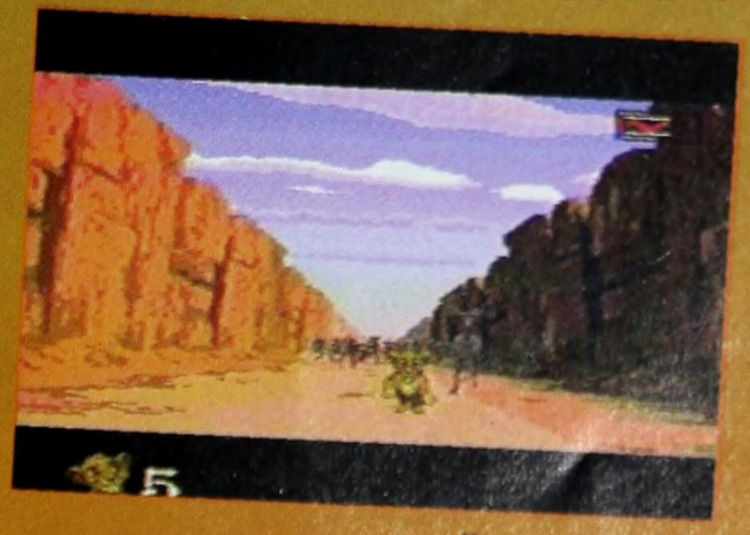


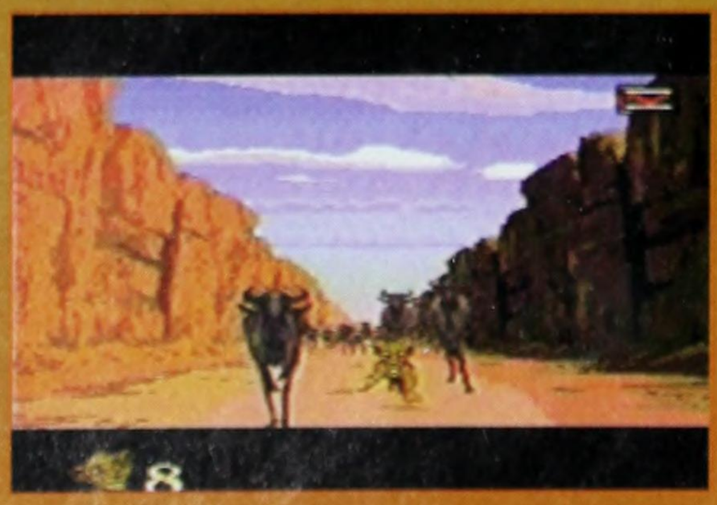
THE QUESTION MARKS (???) INDICATE THAT A ROCK WILL POP UP ON YOU UNEXPECTEDLY. THE LOCATION OF THE ROCK IS ALWAYS THE SAME—SLIGHTLY TO THE RIGHT OF CENTER.

DODGING WILDEBEESTS

YOU HAVE TO DODGE ALL THE STAMPEDING WILDEBEESTS. TO AVOID THEM, YOU CAN ONLY RUN FROM SIDE-TO-SIDE, LEFT AND RIGHT. YOU CAN ONLY TAKE 2 HITS FROM WILDEBEESTS BEFORE YOU LOSE YOUR CHANCE.

NEAR THE END OF THE ROUND, STAY ON THE LEFT SIDE BETWEEN WILDEBEESTS AND ROCKS. MANEUVERING ON THAT SIDE OF THE SCREEN SEEMS TO BE A BIT EASIER. BUT WATCH OUT FOR THE CANYON WALLS! GETTING TOO CLOSE TO A WALL WILL TRAP YOU INTO TAKING A HIT.





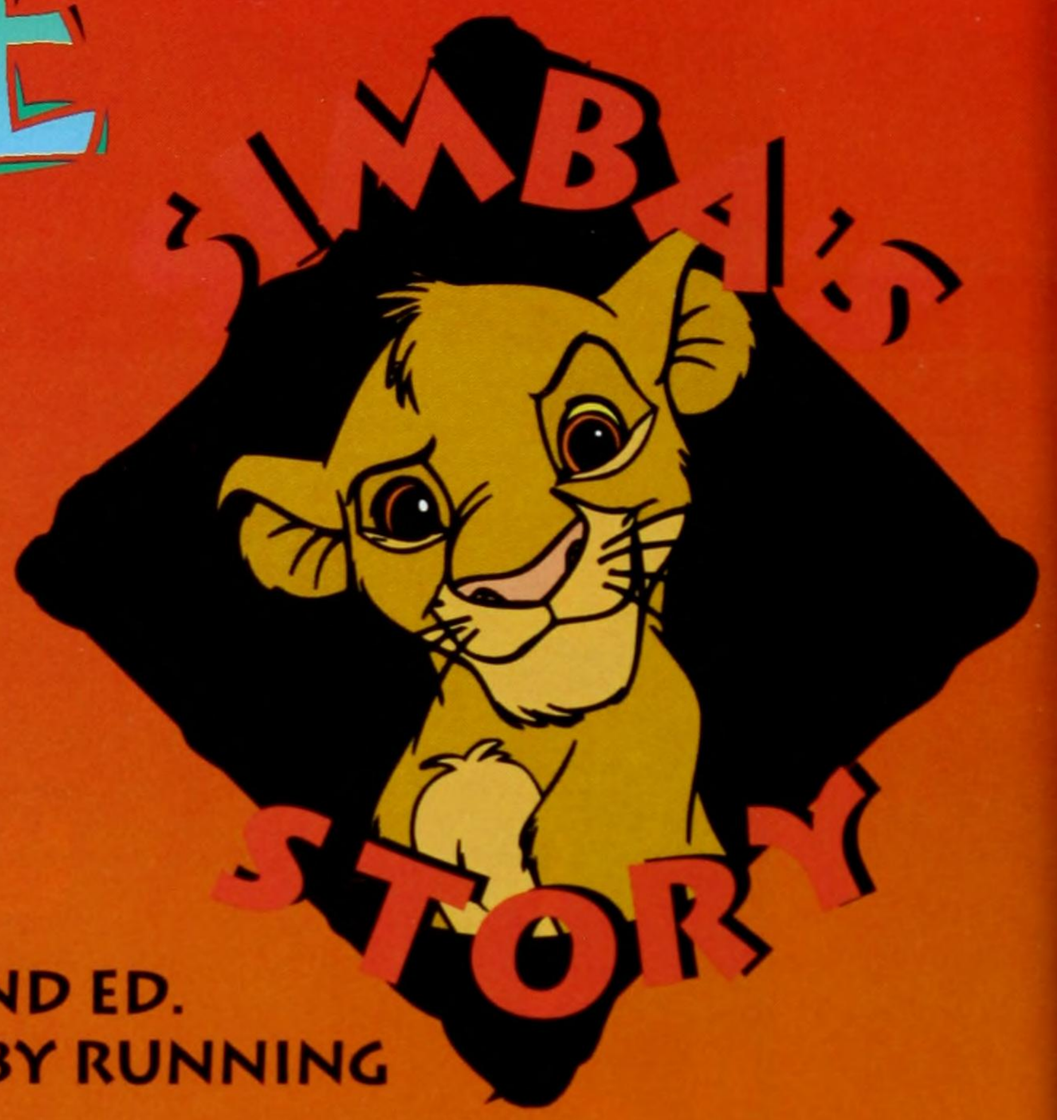
SIMBA IN EXILE

PATH 5

- **BONUS BUG:** Get to play the bonus round
- **PLAIN BEETLE:** Restores half of Simba's health
- **PATTERNED BEETLE:** Restores all of Simba's health
- **AFRICAN RED BUG:** Increases Simba's health
- **BLUE BEETLE:** Increases Simba's roar
- **1UP:** Increases the number of Simba's Chances by one
- **CIRCLE OF LIFE:** Allows 1 more Continue in the game when all Chances have been lost
- **BAD BUGS:** Avoid these
- **CONTINUE MARKER**
- **HIDDEN PATH**

X

SIMBA IN EXILE



SCAR HIDES THE FACT THAT HE IS RESPONSIBLE FOR MUFASA'S DEATH. INSTEAD, SCAR LEADS SIMBA TO BELIEVE THAT HIS FATHER'S DEATH IS HIS FAULT. SCAR PERSUADES SIMBA THAT HIS ONLY CHOICE IS TO LEAVE THE PRIDELANDS AND GO INTO EXILE.

SCAR PLANS TO HAVE SIMBA FOLLOWED AND KILLED BY THE 3 HYENAS: BANZAI, SHENZI, AND ED. INSTEAD, SIMBA MANAGES TO ESCAPE THEM BY RUNNING INTO A MAZE OF A PRICKLY THORNS.

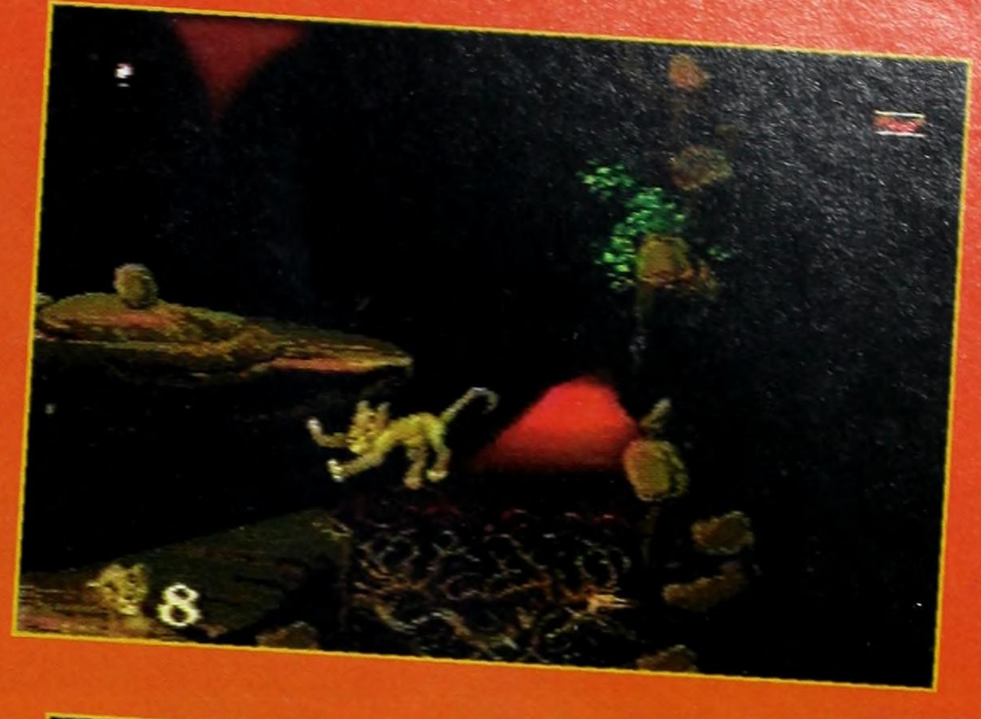
ZAZU

ZAZU IS A TOUCAN AND MUFASA'S GOOFY AIDE-DE-CAMP. ZAZU SENDS AND RECEIVES MESSAGES FOR MUFASA AND INFORMS MUFASA OF ANY NECESSARY GOINGS-ON IN THE KINGDOM. ONE OF ZAZU'S LEAST APPEALING TASKS IS TO KEEP AN EYE ON YOUNG SIMBA, WHO TRIES TO LOSE HIM AT EVERY OPPORTUNITY.

TIPS FOR SIMBA IN EXILE

SIMBA IN EXILE USES THE SKILLS YOU GAINED IN LEVELS 1-4 AND EXPANDS UPON THEM. YOUR SUCCESS IN SIMBA IN EXILE IS BASED ON THE MOMENTUM YOU CAN BUILD AND MAINTAIN IN SIMBA'S JOURNEY THROUGH THIS LEVEL. YOU'VE GOT TO KEEP MOVING—NEVER STAY IN THE SAME PLACE FOR MORE THAN 3 SECONDS TO AVOID BEING HIT BY FALLING ROCKS, ROLLING BOULDERS, AND PITS OF THORNS.

GOING DOWN THE PASSAGES



THIS LEVEL PRESENTS A SERIES OF ZIG-ZAGGING PASSAGES THAT GO DOWN DEEPER AND DEEPER UNTIL YOU ESCAPE THE HYENAS BY REACHING THE THORN PATCH. YOU ZIG TO THE RIGHT IN ONE PASSAGE UNTIL YOU REACH THE END, AND THEN YOU ZAG TO THE LEFT IN THE FOLLOWING LOWER PASSAGE.

TO JUMP DOWN TO A LOWER PASSAGE-WAY, YOU HAVE TO JUMP OUT AND THEN BACK IN TO GET TO A LEDGE DIRECTLY BENEATH YOU. IF YOU JUST JUMP DOWN, YOU MAY GET STUCK IN A HOLE OR FALL INTO A PATCH OF THORNS. DUCK DOWN SO THAT SIMBA CAN SEE THE NEXT LEVEL BEFORE HE TAKES A LEAP.

YOU'VE GOT TO MAKE CAREFUL JUMPS TO THE LOWER LEDGES OR YOU'LL GET STUCK IN A THORN PATCH OR A HOLE AND BE PUMMELED WITH ROCKS.

LIZARDS, PORCUPINES, AND BEETLES

DEAL WITH LIZARDS, PORCUPINES, AND BOMBARDIER BEETLES IN THE SAME WAY AS BEFORE BY POUNCING, ROARING, AND ROLLING—EXCEPT THAT NOW YOU DODGE FALLING ROCKS AT THE SAME TIME. (IT'S OFTEN BEST TO SAVE YOUR STRENGTH AND JUST AVOID YOUR ENEMIES.) WHEN YOU REACH A COLUMN OF ROCKS, JUST JUMP UP AND CLIMB OVER IT.

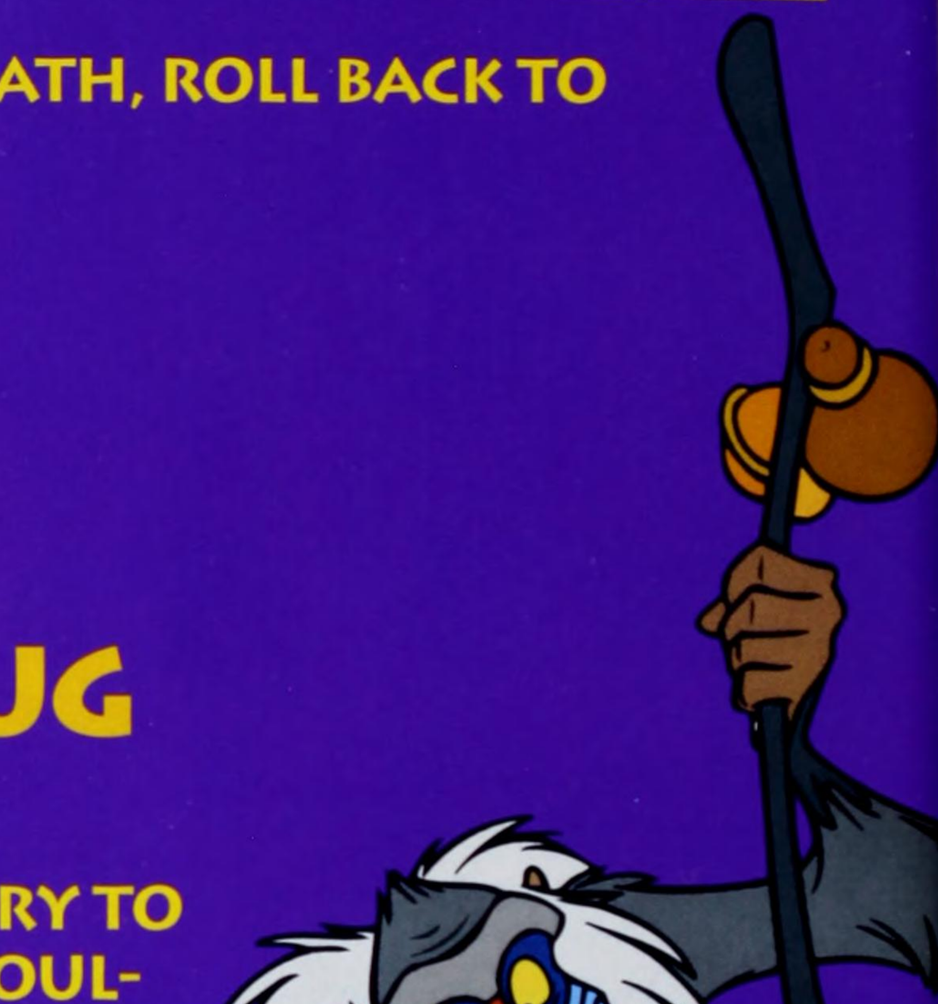
RAFIKI'S SECRETS

2 HIDDEN PATHS

INSTEAD OF AVOIDING IT, JUMP INTO THE 3RD HOLE AND ROLL TO YOUR LEFT. YOU'LL GET THE PATTERNED BEETLE, WHICH RESTORES ALL OF SIMBA'S HEALTH. TO GET BACK TO YOUR PATH, ROLL BACK TO THE RIGHT AND CLIMB OUT OF THE HOLE.

BONUS BUG

JUST BEFORE YOU TRY TO AVOID THE FIRST BOULDER, JUMP INTO THE 4TH HOLE THAT YOU'D ORDINARILY TRY TO AVOID. ROLL TO THE LEFT TO GET A HIDDEN BUG THAT RESTORES HALF OF SIMBA'S HEALTH. YOU WILL AUTOMATICALLY DROP DOWN TO A LOWER LEVEL AND GET THE BONUS BUG THAT WILL LET YOU PLAY THE BUG HUNT BONUS ROUND. (THIS PATH SKIPS THE 1ST BOULDER TOO.)



CONTINUE MARKER

T'S IMPORTANT TO TOUCH THE CONTINUE MARKER BECAUSE THE BOTTOM PASSAGE IS THE TRICKIEST. THE PIT IS COVERED WITH THORNS, SO YOU HAVE TO TRAVERSE THE ENTIRE LENGTH BY USING THE UPPER LEDGES.

DROPPING IN LOSES YOUR CHANCE INSTANTLY. YOU'VE GOT TO MAKE LOTS OF LEAPS AND FLIPS BETWEEN ROCKS AND LEDGES, AND IF YOU LOSE A CHANCE, YOU DON'T WANT TO DO THE WHOLE LEVEL AGAIN.

FLIPPING ACROSS LEDGES

SOME LEDGES ARE SMALL, AND SOME ARE LARGE. YOU CAN JUMP TO THE BIG LEDGES AND CLIMB THEM. THEN, YOU CAN MAKE A STANDING LEAP TO THE NEXT LEDGE. BUT, YOU MUST HANG AND SWING FROM THE SMALLER LEDGES AND FLIP TO THE NEXT. THE TIMING OF YOUR JUMP BUTTON AND YOUR D-PAD HAS TO BE JUST RIGHT TO HIT EVERY LEDGE.

THE LENGTH BETWEEN SOME OF THE LEDGES IS VERY LONG. TAKE A RUNNING JUMP OFF THE LONGER LEDGES TO GET THE MOST AIR TIME OR YOU WON'T MAKE IT TO THE NEXT LEDGE.

HAKUNA MATATA

PATH 6

BONUS BUG: Get to play the bonus round

PLAIN BEETLE: Restores half of Simba's health

PATTERNED BEETLE: Restores all of Simba's health

AFRICAN RED BUG: Increases Simba's health

BLUE BEETLE: Increases Simba's roar

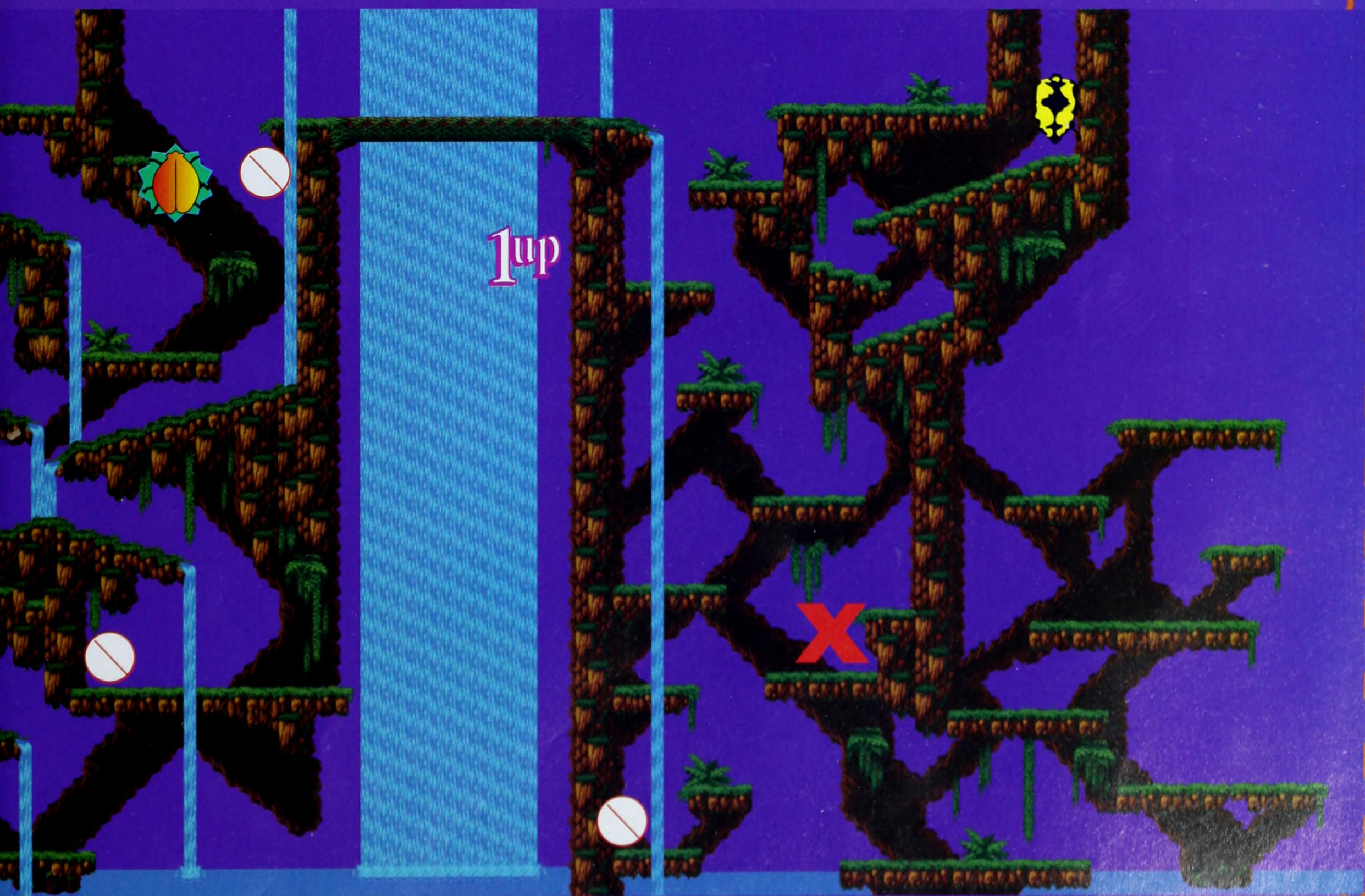
1UP: Increases the number of Simba's Chances by one

CIRCLE OF LIFE: Allows 1 more Continue in the game when all Chances have been lost

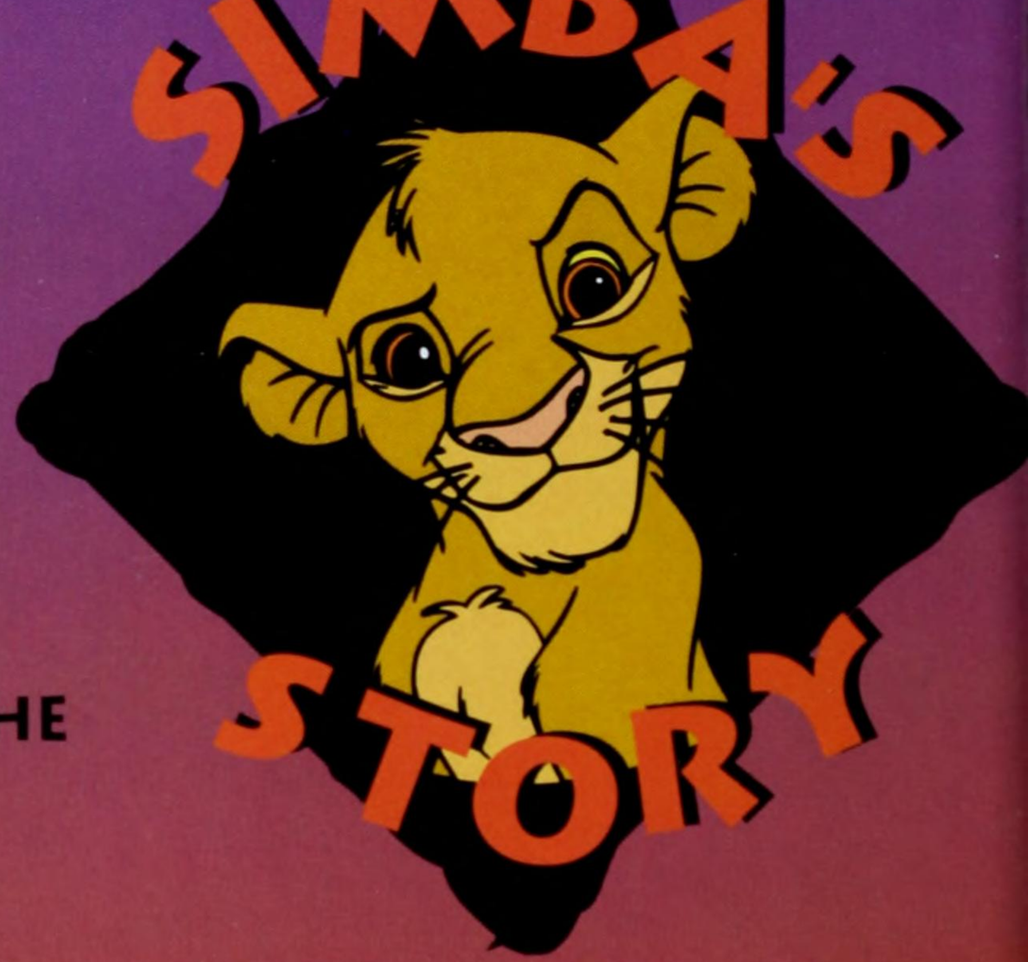
BAD BUGS: Avoid these

CONTINUE MARKER

HIDDEN PATH



HAKUNA MATATA



WHILE SIMBA IS IN EXILE, HE MAKES TWO NEW FRIENDS: TIMON THE TINY MEERKAT AND PUMBAA THE BIG WART HOG. TIMON AND PUMBAA LIVE BY THEIR WITS IN THE JUNGLE AND LIVE BY THE CODE, HAKUNA MATATA, WHICH MEANS, "NO WORRIES." FOR A SHORT TIME, SIMBA FORGETS THE PROBLEMS OF THE PRIDELANDS AND ENJOYS A PLAYFUL LIFE IN THE JUNGLE.

JONATHAN TAYLOR THOMAS SAYS,"MY FAVORITE SCENE IN THE LION KING IS WHEN PUMBAA AND TIMON DO THE HOOLA. I REALLY LIKE THE PERFORMANCES OF ERNIE SABELLA AND NATHAN LANE, WHO PROVIDED THE VOICES FOR THESE CHARACTERS. THE ANIMATORS ALSO DID AN INCREDIBLE JOB MAKING THESE CHARACTERS LIKEABLE AND FUNNY."

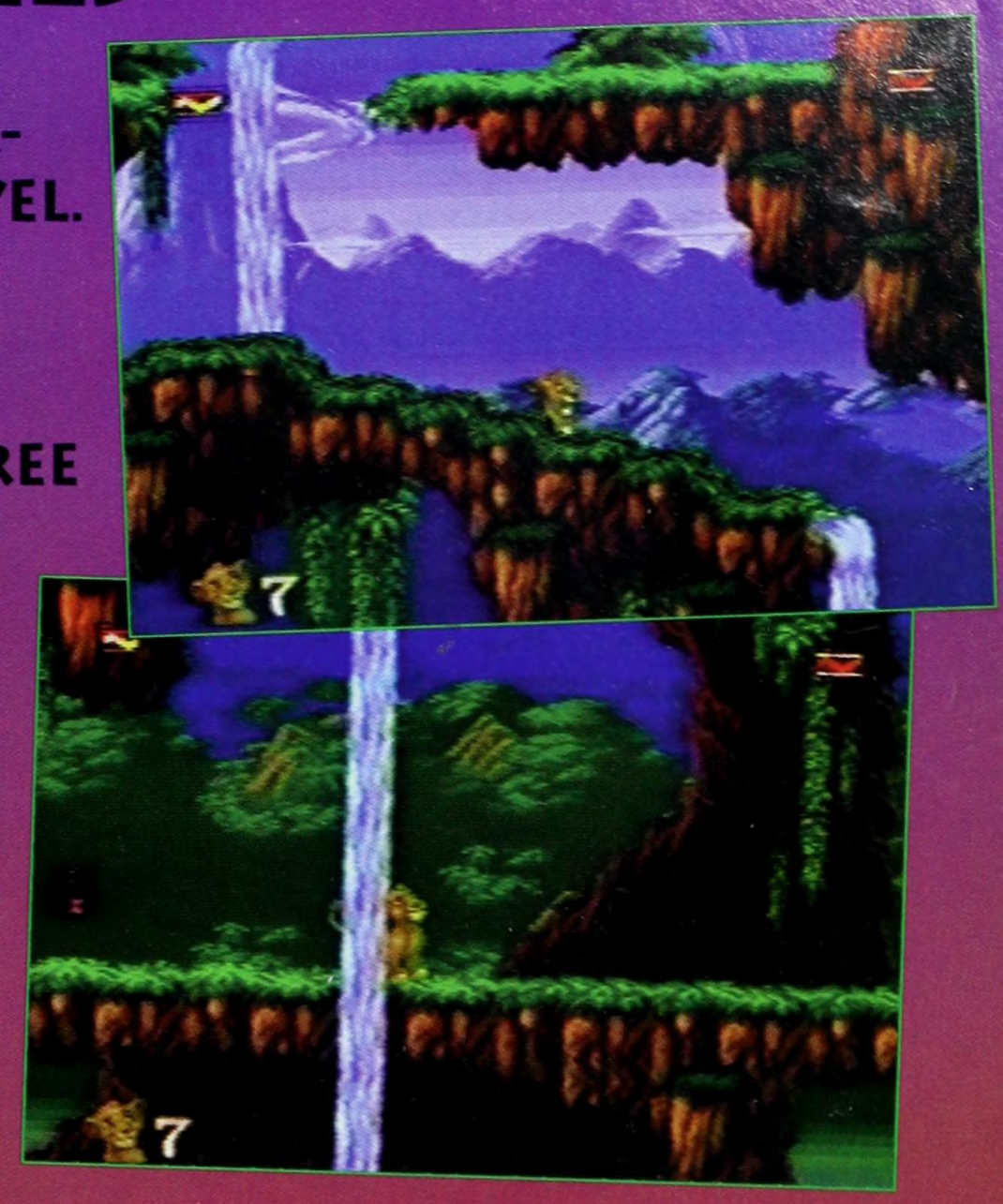
TIPS FOR HAKUNA MATATA

AT THE OPENING OF THE LEVEL, SIMBA GETS SENT DOWN A COMPLICATED WATERFALL. YOUR TASK IS TO GET HIM BACK UP TO THE TOP OF THE LEVEL AGAIN. YOU GET BACK UP ALL THE LEDGES BY USING SIMBA'S JUMPING AND CLIMBING SKILLS.

RIDING THE WATERFALLS

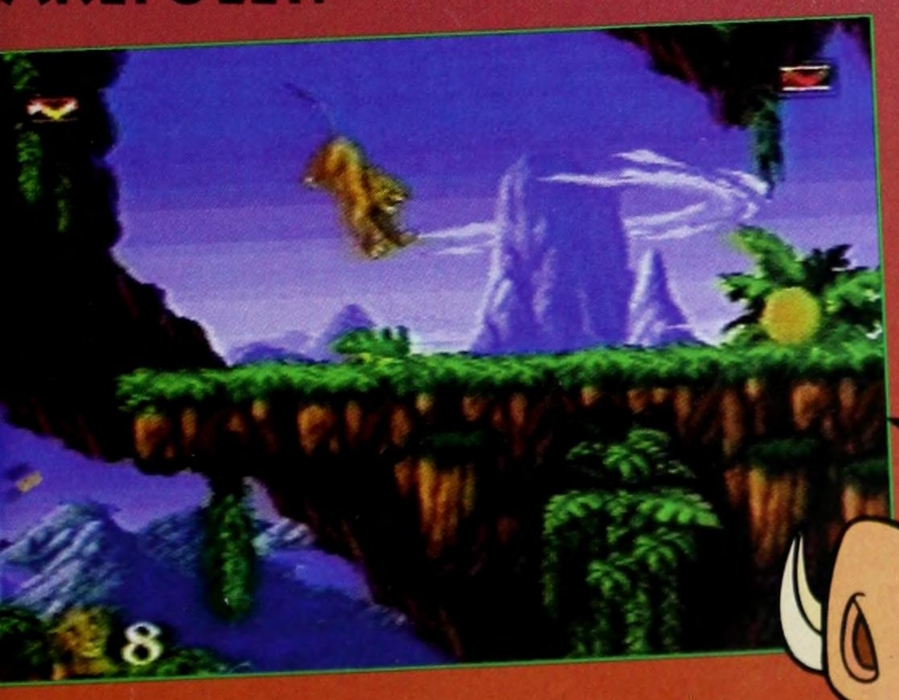
OMETIMES, YOU'LL NEED TO RIDE THE WATER-
ALLS DOWN TO PROGRESS THROUGH THE LEVEL.
S SIMBA RIDES DOWN THE WATERFALLS, YOU
AN PULL TO THE LEFT OR RIGHT TO MOVE TO
HAT SIDE OF THE LEVEL. BUT ONCE YOU'RE
AUGHT IN A WATERFALL, YOU CAN'T JUMP FREE
F ITS DOWNPOUR.

VHEN SIMBA GOES DOWN THE 1ST WATER-
ALL AT THE BEGINNING OF THE LEVEL, PRESS
IGHT ON YOUR CONTROLLER AND HOLD
NTIL YOU STOP ON A LEDGE. THIS WILL TAKE
OU PAST A LOT OF THE SPIDERS IN THE FIRST
ECTION.



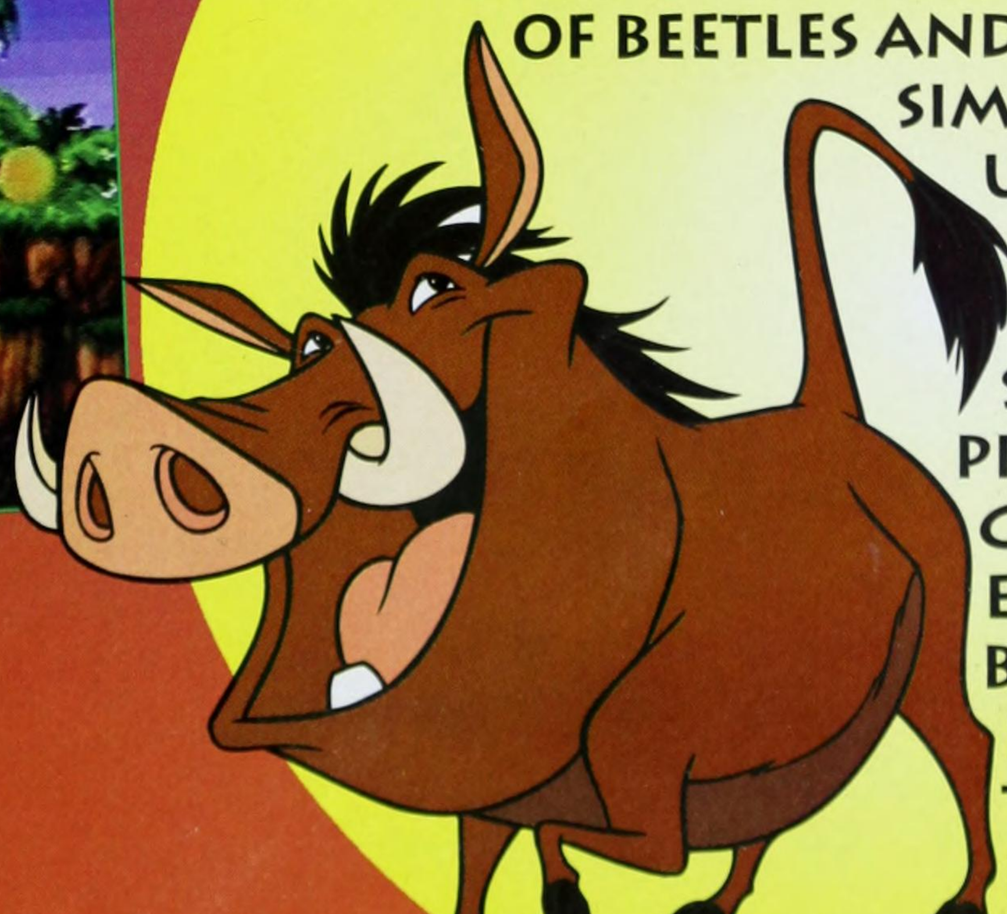
FROGS AND SPIDERS

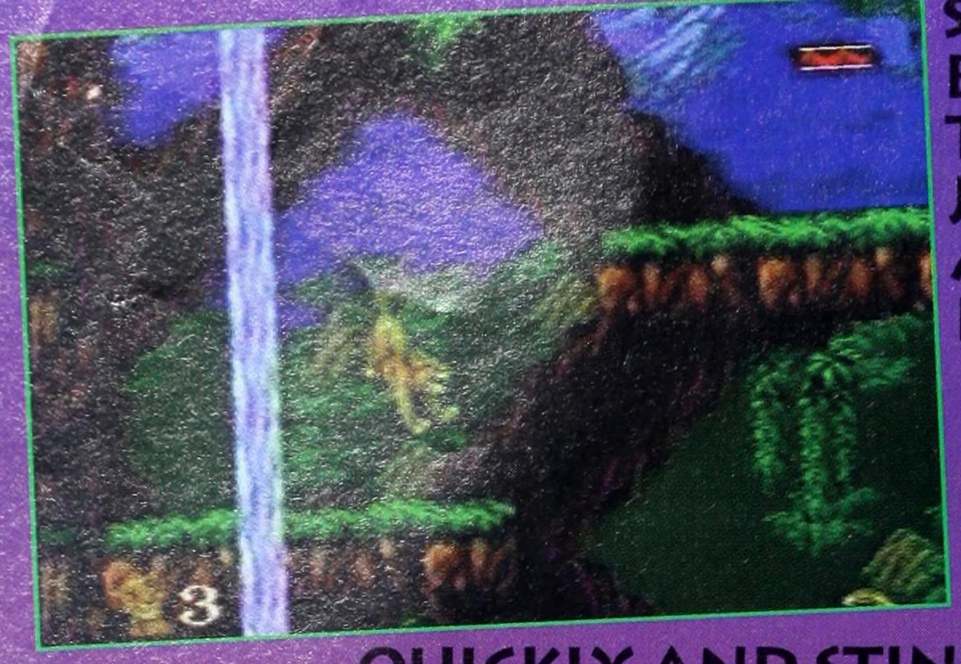
EAL WITH FROGS AND SPIDERS IN THE SAME WAY
OU TAKE CARE OF PORCUPINES AND
IZARDS: POUNCE ON THEM. FROGS
AN SPIT AND LEAP AT SIMBA, SO
IME YOUR POUNCES
AREFULLY.



PUMBAA

PUMBAA IS THE WILD WART HOG SIMBA BEFRIENDS WHILE HE'S IN EXILE. PUMBAA AND TIMON SURVIVE ON A DIET OF BEETLES AND BUGS, WHICH SIMBA FIRST FROWNS UPON UNTIL HE GIVES THEM A TRY. PUMBAA HAS A SLIGHT DIGESTIVE PROBLEM, WHICH CAUSES HIM SOME EMBARRASSMENT BUT COMES IN HANDY DURING THE BUG TOSS BONUS ROUND.





SPIDERS MAKE POUNCING MORE DIFFICULT BECAUSE THEY LEAP FROM LEVEL TO LEVEL AND TRY TO BLOCK YOUR PROGRESS. IT'S BEST TO JUMP ON SPIDERS WHILE THEY'RE STILL IN THE AIR. WATCH THEIR ATTACKING JUMPS, AND POUNCE ON THEM BEFORE THEY GET YOU.

SPIDERS HANGING FROM A STRAND OF A WEB ARE EVEN TRICKIER. DON'T TRY TO RUN UNDERNEATH THEM—THEY'LL JUST MOVE DOWN QUICKLY AND STING SIMBA. THE TRICK IS TO LEAP THROUGH THE STRAND OF WEB ITSELF. YOU'LL BREAK THE SPIDER FROM ITS STRAND, AND THEN YOU CAN POUNCE ON HIM.

CLIMBING THE LEDGES

AS YOU BATTLE SPIDERS AND FROGS, YOU GRADUALLY MAKE YOUR WAY BACK UP THE LEVEL. WHEN YOU REACH A DIAGONAL SERIES OF LEDGES GOING UP TO THE LEFT, YOU'LL HAVE TO USE SIMBA'S FLIPPING AND SWINGING SKILLS AGAIN

1UP ON LEDGES

THERE'S A 1UP JUST ABOVE THE DIAGONAL LEDGE. IF YOU TIME YOUR FLIPS JUST RIGHT, YOU CAN CATCH IT AS YOU MOVE FROM LEDGE TO LEDGE. BUT BE CAREFUL. IF YOU DROP OFF THE LEDGE AT THE WRONG PLACE, YOU'LL FALL DOWN THE WATERFALL AND HAVE TO GO BACK UP AGAIN.

JUST BEHIND THE WATERFALL AT THE TOP OF THE LEDGE IS A PLAIN YELLOW BEETLE. YOU CAN TAKE THE BEETLE TO IMPROVE SIMBA'S HEALTH, BUT YOU'LL GO BACK DOWN THE WATERFALL AND HAVE TO MAKE IT BACK UP THE LEDGES AGAIN.

1ST CONTINUE MARKER

BE SURE TO TOUCH THE 1ST CONTINUE MARKER, BECAUSE NEXT YOU HAVE TO MAKE IT UP THE BIG WATERFALL. YOU'LL PROBABLY FAIL A FEW TIMES BEFORE YOU MAKE IT TO THE TOP, AND YOU DON'T WANT TO PLAY THE WHOLE LEVEL AGAIN.

THE EASIEST WAY TO GET TO THE BIG WATERFALL
S TO MOVE TO YOUR RIGHT UNTIL YOU PASS
THROUGH THE 2ND SMALL STREAM OF FALLING
WATER. JUMP INTO THE WATERFALL ON THE
RIGHT SIDE AND HOLD RIGHT ON YOUR CON-
TROLLER. YOU'LL DROP DOWN SEVERAL LEVELS
AND COME OUT ON A LEDGE HALFWAY DOWN
THE BIG WATERFALL.

DON'T JUMP IN ON THE RIGHT SIDE AND PULL
LEFT ON YOUR CONTROLLER. YOU'LL END UP AT THE BOTTOM
OF THE LEVEL—WITH NONE OF THE GOODIES.

GOING UP THE BIG WATERFALL

THE BIG WATERFALL MAY SEEM IMPOSSIBLE, BUT THERE'S A SEQUENCE YOU CAN COUNT ON IN THE WAY THE LOGS FALL.

THE LOGS FALL INTO ABOUT 7 COLUMNS. THE LOGS IN THE CENTER COLUMN ARE SPACED SO THAT EVERY OTHER JUMP CAN BE MADE IN THE CENTER COLUMN—THESE 2 LOGS ARE CLOSER TOGETHER.

JUMP UP THE WATERFALL IN THIS PATTERN: JUMP TO THE LEFT OR RIGHT AND THEN BACK TO THE CENTER COLUMN. THEN, YOU CAN JUMP ONTO THE NEXT LOG IN THE CENTER COLUMN. JUMP TO THE LEFT OR RIGHT AND THEN BACK TO THE CENTER COLUMN AGAIN. JUMP STRAIGHT UP AGAIN. THIS PROCESS WILL GET YOU TO THE TOP.

HAKUNA MATATA

1UP ON BIG WATERFALL

AS YOU GO UP THE BIG WATERFALL, YOU'LL SEE THE 1UP ON THE RIGHT SIDE. USE THE LOGS TO JUMP TO THE RIGHT TO GET IT. IT'S TRICKY TO GET, AND IF YOU MISS IT, YOU MIGHT FALL IN THE WATER AND HAVE TO START AGAIN.

BONUS BUG

THE BONUS BUG IS THE SAME RED AND BLUE BUG WITH AN X ON HIS BACK THAT LETS YOU PLAY THE BUG TOSS BONUS ROUND. IT'S TO THE LEFT AT THE TOP OF THE BIG WATERFALL, JUST BEYOND THE 3 BLACK WIDOWS, AND YOU CAN ONLY GET IT AFTER YOU GET TO THE TOP OF THE WATERFALL.

IF YOU'RE NOT CAREFUL, YOU'LL FALL OFF THE LEDGE AND HAVE TO MAKE IT BACK UP THE BIG WATERFALL AGAIN. BUT IF YOU TIME YOUR JUMP RIGHT, YOU CAN HANG OFF THE LEDGE, DROP DOWN TO GET THE BUG, AND QUICKLY LATCH BACK ONTO THE LEDGE AGAIN. THEN, YOU CAN PULL YOURSELF BACK UP AND RUN RIGHT ON THE LOG THAT CROSSES THE BIG WATERFALL.

RAFIKI'S SECRETS

AFRICAN RED BUG

AFTER YOU PASS THE 1ST CONTINUE MARKER, GO TO YOUR RIGHT TO THE 2ND SMALL STREAM OF FALLING WATER. JUMP INTO THE WATERFALL ON THE LEFT SIDE OF THE FALL, AND YOU'LL AUTOMATICALLY GET A PLAIN YELLOW BEETLE. HALFWAY DOWN IN THE 2ND SET OF FALLS, YOU HAVE TO PULL TO THE LEFT TO GET THE AFRICAN RED BUG. YOU'LL ALSO GET A 2ND PLAIN YELLOW BEETLE.

YOU'LL END ON A LOWER LEVEL, SO YOU'LL HAVE FURTHER TO CLIMB UP THE BIG WATERFALL. TO GET TO THE BIG WATERFALL, YOU HAVE TO LEAP ON A SERIES OF LOGS IN THE RIVER. YOU HAVE TO MOVE QUICKLY, BECAUSE THE LOGS BEGIN TO SINK AS SOON AS YOU LAND. WHEN YOU REACH THE WATERFALL, TRY TO JUMP ON A LOG HIGH IN THE WATERFALL AND MOVE QUICKLY TO AVOID HITTING THE RIVER.

PATTERNED BEETLE

AFTER YOU CLIMB THE BIG WATERFALL, MAKE A LONG JUMP TO THE RIGHT TO THE UPPER LEDGE. THE PATTERNED BEETLE SEEMS TO BE TRAPPED BY 2 TALL WALLS. ROLL THROUGH THE FIRST WALL TO ACCESS THE HIDDEN PATH AND GET THE BUG. THEN, SIMBA TUMBLES DOWN SEVERAL LEVELS OF LEDGES AND COMES OUT NEAR THE 2ND CONTINUE MARKER.

HAKUNA MATATA

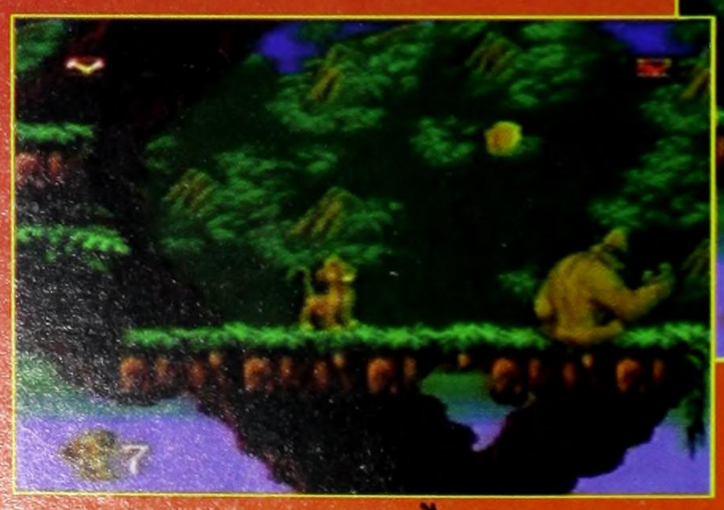
2ND CONTINUE MARKER

TAKE THE 2ND CONTINUE MARKER BEFORE YOU MEET THE GORILLA.

THE GORILLA

YOU HAVE TO BATTLE THE GORILLA AS HE PELTS YOU WITH COCONUTS, BUT HE'LL LEAD YOU ON THE PATH TO THE TOP OF THE LEVEL. IF YOU HIT THE GORILLA WITH A COCONUT OR A POUNCE, HE MOVES UP TO A HIGHER LEVEL, AND YOU CAN FOLLOW HIM.

YOU CAN POUNCE ON THE COCONUTS TO SMASH THEM OR BOUNCE THEM BACK AT THE GORILLA BY ROLLING INTO THEM. ROLLING INTO THE COCONUTS ONLY WORKS ON LONG LEDGES. IF YOU'RE ON A SHORTER LEDGE, IT'S MORE EFFECTIVE TO POUNCE ON THEM. AND, YOU CAN ALWAYS JUMP OVER THE COCONUTS.



COCONUTS, COCONUTS, COCONUTS

IF YOU GET OVERWHELMED BY THE BARRAGE OF COCONUTS, YOU CAN HANG BY A LEDGE TO AVOID THEM ALTOGETHER.

SHAKY GROUND

WHEN THE GORILLA STARTS POUNDING ON THE GROUND, SIMBA MUST BE IN THE AIR OR THE SHAKING WILL STUN HIM. WHEN THE GORILLA MOVES TO THE FINAL LEVEL, HE MAKES THE MISTAKE OF HITTING TOO HARD ON AN OVERHANG AND—MAKES HIS FINAL EXIT.

SIMBA'S DESTINY

PATH 7

BONUS BUG: Get to play the bonus round

PLAIN BEETLE: Restores half of Simba's health

PATTERNED BEETLE: Restores all of Simba's health

AFRICAN RED BUG: Increases Simba's health

BLUE BEETLE: Increases Simba's roar

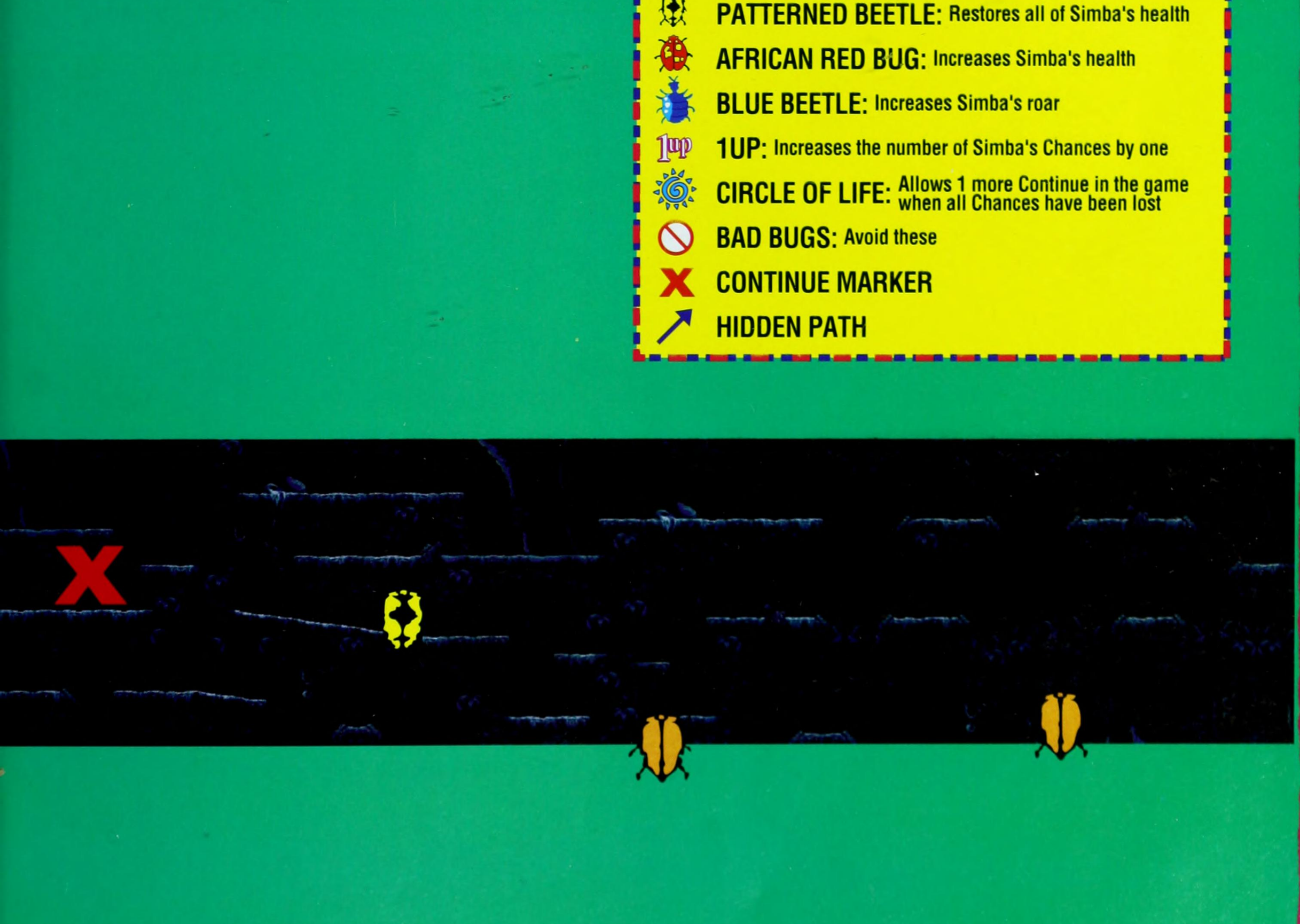
1UP: Increases the number of Simba's Chances by one

CIRCLE OF LIFE: Allows 1 more Continue in the game when all Chances have been lost

BAD BUGS: Avoid these

CONTINUE MARKER

HIDDEN PATH



SIMBA'S DESTINY

SUDDENLY, SIMBA'S A FULL-GROWN LION, AND HE HAS NEW SKILLS TO USE. WHEN THE ANIMATORS WERE CREATING ADULT SIMBA, THEY HAD TO CONSIDER MORE THAN HIS NEW MANE, SUCH AS HOW A 400-POUND ANIMAL WOULD MOVE. WHEN ADULT SIMBA LEAPS TO A NEW LEVEL, HIS JUMPS ARE SLOWER AND MORE GRACEFUL THAN YOUNG SIMBA.

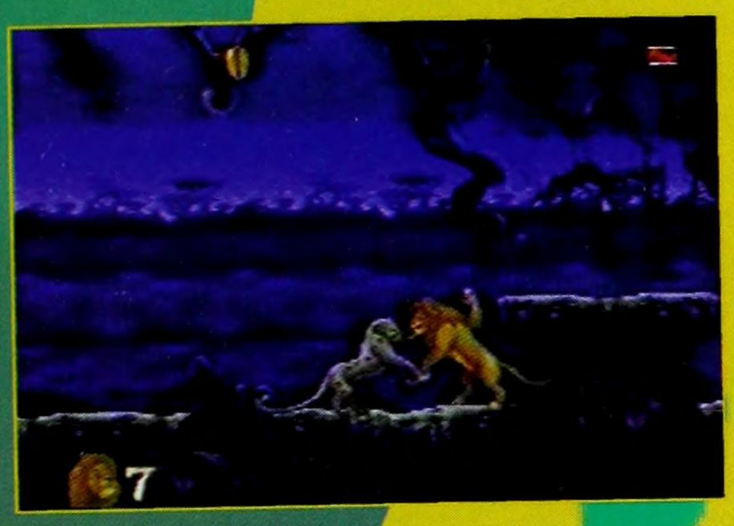
THE ANIMATORS ALSO CHANGED THE ATTITUDE OF ADULT SIMBA. YOUNG SIMBA IS CURIOUS AND PLAYFUL WITH HIS POUNCES. ADULT SIMBA IS MORE ALERT AND VERY SERIOUS ABOUT FIGHTING HIS ENEMIES.

RAFIKI

RAFIKI IS THE MYSTICAL BABOON AND SAGE OF THE PRIDELANDS. HE PRESENTS NEWBORN SIMBA WHEN HE IS A CUB ON PRIDE ROCK. WHEN ALL THE OTHER ANIMALS BELIEVE THAT SIMBA IS DEAD, RAFIKI SOMEHOW SENSES THAT SIMBA STILL LIVES AND SETS OUT TO FIND HIM. RAFIKI REMINDS HIM OF HIS PURPOSE IN LIFE, AND SHOWS HIM THE SPIRIT OF MUFASA, HIS FATHER.

PLAYING AS ADULT SIMBA

N ADDITION TO YOUNG SIMBA'S MOVES, ADULT SIMBA CAN SLASH, MAUL, AND FLIP HIS OPPONENTS. GET FAMILIAR WITH THESE MOVES BEFORE YOU VENTURE TOO FAR INTO THIS LEVEL.



SLASHING

ADULT SIMBA USES HIS SLASH TO CLEAR BRUSH FROM HIS PATH AND TO DEFEAT HIS ENEMIES. A JUMPING SLASH IS A GREAT ATTACK MOVE. PRESS JUMP AND THEN THE SLASH BUTTON. TO MAKE SIMBA PERFORM A STANDING SLASH, PRESS THE SLASH AND THEN THE JUMP BUTTON .

MAULING

THE MAUL IS A TOUGH MOVE TO GET USED TO, BUT IT'S THE EASIEST WAY TO KILL THE ENEMY. TO MAUL ONE OF SIMBA'S ENEMIES WITH A GENESIS CONTROLLER, PRESS THE JUMP BUTTON OR DROP TO LAND ON HIM. THEN PRESS THE SLASH BUTTON QUICKLY AND REPEATEDLY. TO MAUL WITH A SNES CONTROLLER, JUMP OR DROP ON HIM, AND THEN PRESS X BUTTON QUICKLY AND REPEATEDLY.

FLIPPING

TO FLIP AN ENEMY WITH A GENESIS 3-BUTTON, PRESS THE SLASH BUTTON AND THE JUMP BUTTON TOGETHER. IF YOU HAVE A GENESIS 6-BUTTON, ANY OF THE X, Y, OR Z BUTTONS TRIGGER THE FLIP MOVE. WITH A SNES CONTROLLER, YOU PRESS THE X BUTTON TO FLIP.

FLIPPING IS A TOUGH MOVE TO PULL OFF. IT'S EASIER TO FLIP AN ENEMY IF YOU ROAR AT HIM TO STUN HIM FIRST—THEN PULL THE FLIP MOVE. SOME ENEMIES MUST BE PANTING BEFORE SIMBA CAN USE THE FLIP.

ROARING

SIMBA'S ROAR IS STRONGER NOW. IT DEFEATS MONKEYS AND STUNS HYENAS AND CHEETAHS.

TIPS FOR SIMBA'S DESTINY

VINES

AS YOU MAKE YOUR WAY THROUGH THIS LEVEL, SIMBA WILL OCCASIONALLY COME ACROSS TANGLED VINES BLOCKING HIS PATH. USE ADULT SIMBA'S SLASH MANEUVER TO CLEAR A PATH. SIMBA MAY NEED TO STAND ON HIS HIND LEGS TO REACH SOME HIGHER VINES.

SWINGING OVER THORNS

LOOK FOR THE CURVED PIECES OF BRANCH YOU CAN GRAB HOLD OF TO SWING SAFELY ACROSS THE PATCHES OF THORNS AND BRIAR. USE THE SAME TECHNIQUES AS YOUNG SIMBA FOR SWINGING AND FLIPPING.

MONKEYS THROWING ROCKS

THROUGHOUT THE LEVEL, MONKEYS THROW ROCKS AT SIMBA. YOU CAN JUMP TO AVOID THE ROCKS, AND YOU GET RID OF THEM BY ROARING OR SLASHING. ROARING WORKS FROM FURTHER AWAY THAN SLASHING AND CAN TAKE OUT SEVERAL MONKEYS AT ONCE.

FIGHTING CHEETAHS

THE MOST STRAIGHT-FORWARD WAY TO DEFEAT THE CHEETAHS IS TO SWIPE AT THEM AS THEY COME AT YOU ONE-BY-ONE. IF YOUR CONTROLLER HAS A TURBO SETTING, USE IT TO MAKE SWIPING THE CHEETAHS EASIER AND FASTER.

THE ONLY TIME YOU CAN FLIP A CHEETAH IS WHEN HE STARTS TO PANT. IF YOUR ROAR METER IS FULL, ROAR AT A CHEETAH TO MAKE HIM START PANTING—AND THEN THROW HIM.

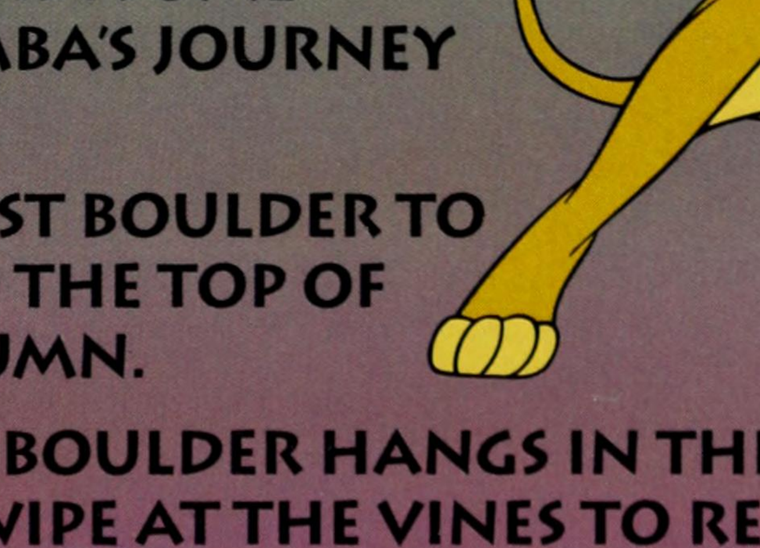
AT SEVERAL TIMES IN THE LEVEL, 6 CHEETAHS ARE HIDDEN IN A DOUBLE VINE BARRIER THAT BLOCKS YOUR PATH. THE CHEETAHS COME AT SIMBA ONE-BY-ONE. IF SIMBA DEFEATS ALL 6 OF THEM, RAFIKI APPEARS AND REMOVES THE VINE BARRIER.

BOULDERS

YOU'LL FIND BOULDERS THROUGHOUT THE LEVEL. SOME, YOU WANT TO AVOID. SOME MAKE SIMBA'S JOURNEY EASIER.

USE THE 1ST BOULDER TO CLIMB TO THE TOP OF THE COLUMN.

THE 2ND BOULDER HANGS IN THE AIR FROM TANGLED VINES. SWIPE AT THE VINES TO RELEASE THE BOULDER, AND FOLLOW IT WHEN IT BEGINS TO ROLL. DON'T TOUCH THE BOULDER UNTIL IT STOPS. WHEN IT STOPS, YOU MUST USE THIS BOULDER TO LEAP TO THE TOP OF THE COLUMN AND BEGIN SWINGING FROM THE CURVED LOOPS IN THE BRANCHES.



RAFIKI'S SECRETS

CIRCLE OF LIFE

YOU CAN USE THE 3RD BOULDER TO GET THE CIRCLE OF LIFE. JUMP ONTO THE HANGING BOULDER TO REACH THE CIRCLE OF LIFE BEFORE YOU SWIPE AT THE VINES.

GET OFF THE BOULDER BEFORE RELEASING IT.

WHEN YOU SWIPE AND RELEASE THE BOULDER, IT FALLS MIDWAY ACROSS A PATCH OF THORNS. USE THE BOULDER TO CROSS TO THE OTHER SIDE.

JUST TO THE LEFT OF THE THORN PATCH, WHERE YOU GET THE CIRCLE OF LIFE, YOU CAN GET THE MULTI-COLORED BONUS BUG THAT LETS YOU PLAY THE BUG HUNT BONUS ROUND AT THE END OF THE LEVEL.

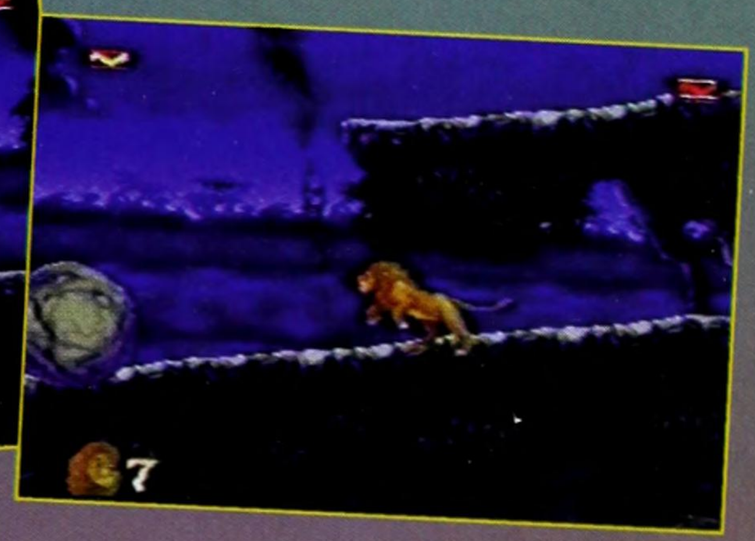
CONTINUE MARKER

THE CONTINUE MARKER SIGNALS THE MID-POINT IN THE LEVEL. IN ADDITION TO USING THE BOULDERS, SIMBA MUST CONTINUE BATTLING CHEETAHS AND MONKEYS, KNOCKING DOWN VINE BARRIERS, AND SWINGING FROM BRANCHES.

THE 4TH BOULDER FOLLOWS YOU. DON'T STOP RUNNING UNTIL THE BOULDER GETS STUCK.

SWIPE AT THE 5TH BOULDER AND FOLLOW IT. (YOU CAN SEE THE BLUE BEETLE JUST ABOVE THE BOULDER.)

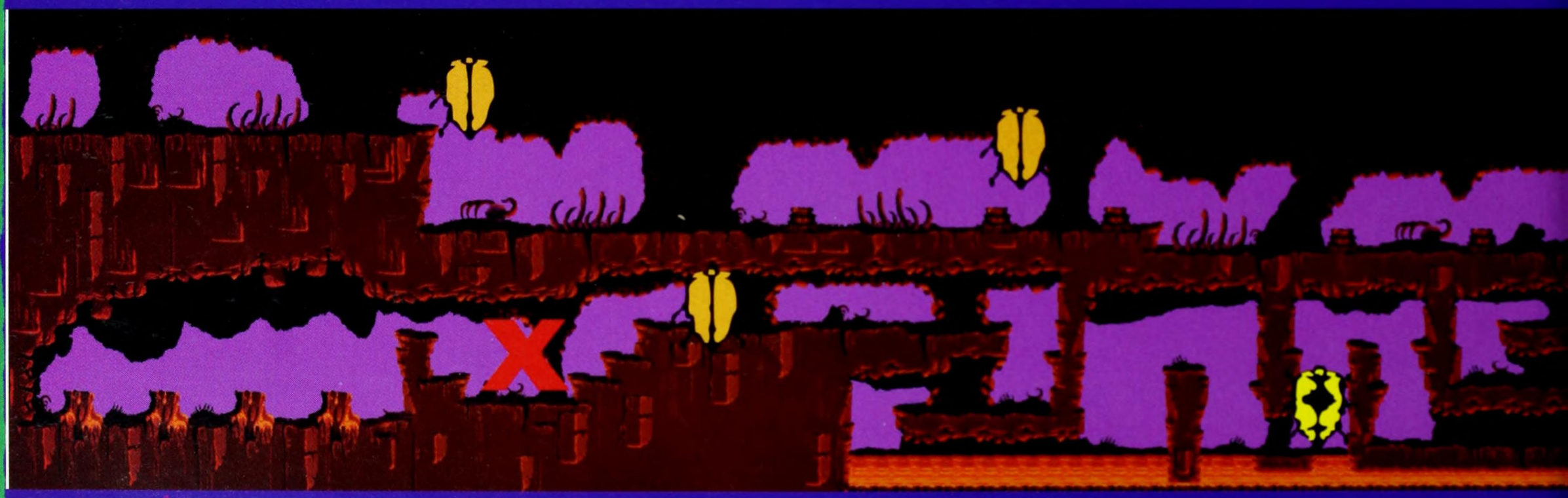
AFTER YOU SWIPE DOWN THE 6TH BOULDER, RUN TO THE RIGHT TO GET THE BLUE BEETLE TO INCREASE YOUR ROAR LEVEL. THEN RUN TO THE LEFT TO CLIMB UP THE BOULDER.



MUFASA

WHEN SIMBA REACHES THE END OF THE LEVEL, MUFASA'S SPIRIT APPEARS IN THE SKY AND TELLS SIMBA, "YOU MUST TAKE YOUR PLACE IN THE CIRCLE OF LIFE."

BE PREPAR



PATH 8

BONUS BUG: Get to play the bonus round

PLAIN BEETLE: Restores half of Simba's health

PATTERNED BEETLE: Restores all of Simba's health

AFRICAN RED BUG: Increases Simba's health

BLUE BEETLE: Increases Simba's roar

1UP: Increases the number of Simba's Chances by one

CIRCLE OF LIFE: Allows 1 more Continue in the game when all Chances have been lost

BAD BUGS: Avoid these

CONTINUE MARKER

HIDDEN PATH

BE PREPARED

SIMBA'S STORY

SIMBA'S ANIMATORS SAY THAT THE BIGGEST CHALLENGE IN DRAWING A FOUR-LEGGED CHARACTER IS JUST TRYING TO DEAL WITH WHICH PAW IS GOING TO AFFECT ANOTHER. IN THE "ALADDIN" VIDEO GAME, MAKING ALADDIN TURN REQUIRED JUST 3 DRAWINGS. WHEN A LION TURNS—BECAUSE OF HIS PAWS—HIS WHOLE BODY MOVES, AND THE MOVEMENT REQUIRES MORE DRAWINGS. ONE PRODUCER SUMS IT UP: "TWICE THE LEGS. TWICE THE FUN."

PLAYING AS A QUADRUPED ANIMAL IS A UNIQUE EXPERIENCE IN VIDEO GAMES, SO SIMBA'S ACTIONS ARE DIFFERENT TOO. "WHEN HE JUMPS, YOU DON'T HAVE TO GET DIRECTLY ABOVE A PLATFORM," SAYS ONE OF THE PRODUCERS. "IT'S MORE OF A HORIZONTAL JUMP SO HE CAN LATCH ON WITH HIS FRONT PAWS AND THEN CLIMB UP."

"ONE OF THE GREAT ANIMATIONS IN THE GAME THAT WE'RE PROUD OF IS WHERE SIMBA REACHES AND GRABS ONTO A ROCK AND SORT OF SHUFFLES IN MID-AIR AND PULLS HIMSELF UP TO THE TOP. IT'S FUN TO SEE ALL THAT WORK FINALLY SHOW UP IN THE GAME."

SARABI

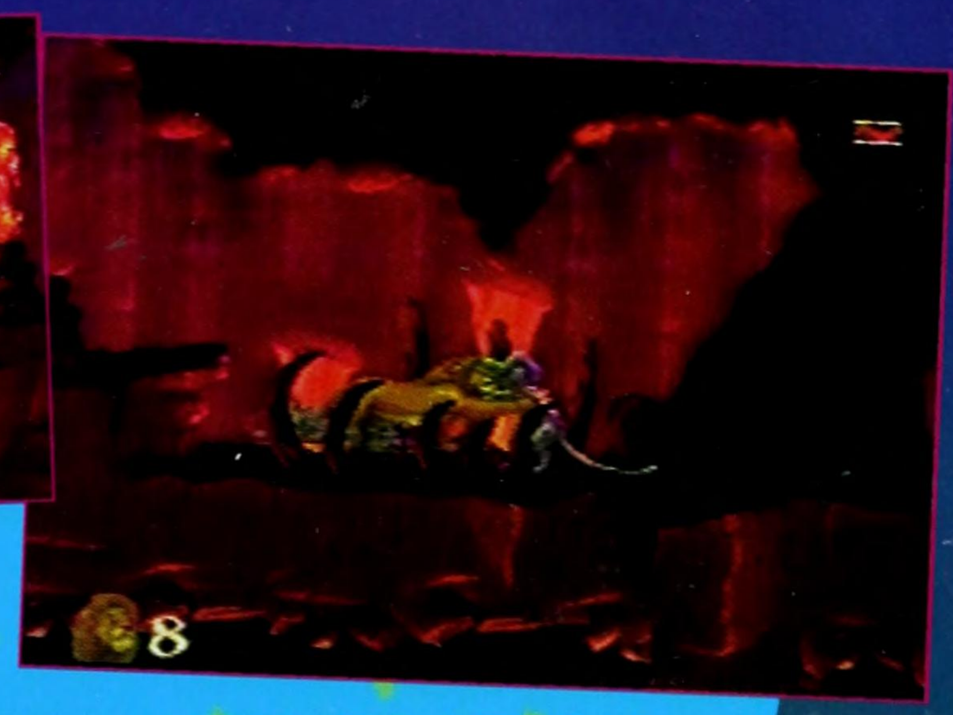
SARABI IS SIMBA'S MOTHER AND MUFASA'S MATE. BECAUSE OF SCAR'S LIES, SHE BELIEVES THAT SIMBA DIED WITH MUFASA. LIKE THE OTHER FEMALE LIONS, SHE'S RESPONSIBLE FOR FEEDING AND HUNTING FOR THE PRIDE OF LIONS. WHEN SCAR BECOMES THE NEW LION KING AND THE LIONS MUST HUNT FOR THE HYENAS, THE PRIDELANDS BECOME A DESOLATE PLACE, AND FINDING FOOD BECOMES MORE AND MORE DIFFICULT.

TIPS FOR BE PREPARED

HE PRODUCERS OF THE VIDEO GAME AGREE WITH THE STAFF OF RADYGAMES: THIS IS THE TOUGHEST LEVEL TO BEAT. SIMBA MUST BATTLE HEETAHS, HYENAS, AND BATS—AS WELL MANEUVER OVER GEYSERS SPURTING AVA AND CLIMB LEDGES. THIS LEVEL IS THE ULTIMATE TEST OF YOUR FIGHTING KILLS AND MANEUVERABILITY.

THE FIRST LEDGE

HE FIRST LEDGE IS A TEST N ITSELF. IT'S A STRAIGHT IORIZONTAL PATH FROM EFT TO RIGHT, BUT THAT'S LL THAT'S SIMPLE ABOUT T. HOT LAVA FALLS FROM HE ROCKY CEILING AND AN CAUSE SIMBA DAM- GE. BATS ROOST IN THE ROCKS ABOVE AND ARE DIFFICULT TO SEE— UNTIL THEY SWOOP FOR AN ATTACK. AT THE SAME TIME, SIMBA MUST FIGHT MANY CHEETAHS AND HYE- NAS JUST TO MAKE IT THROUGH.



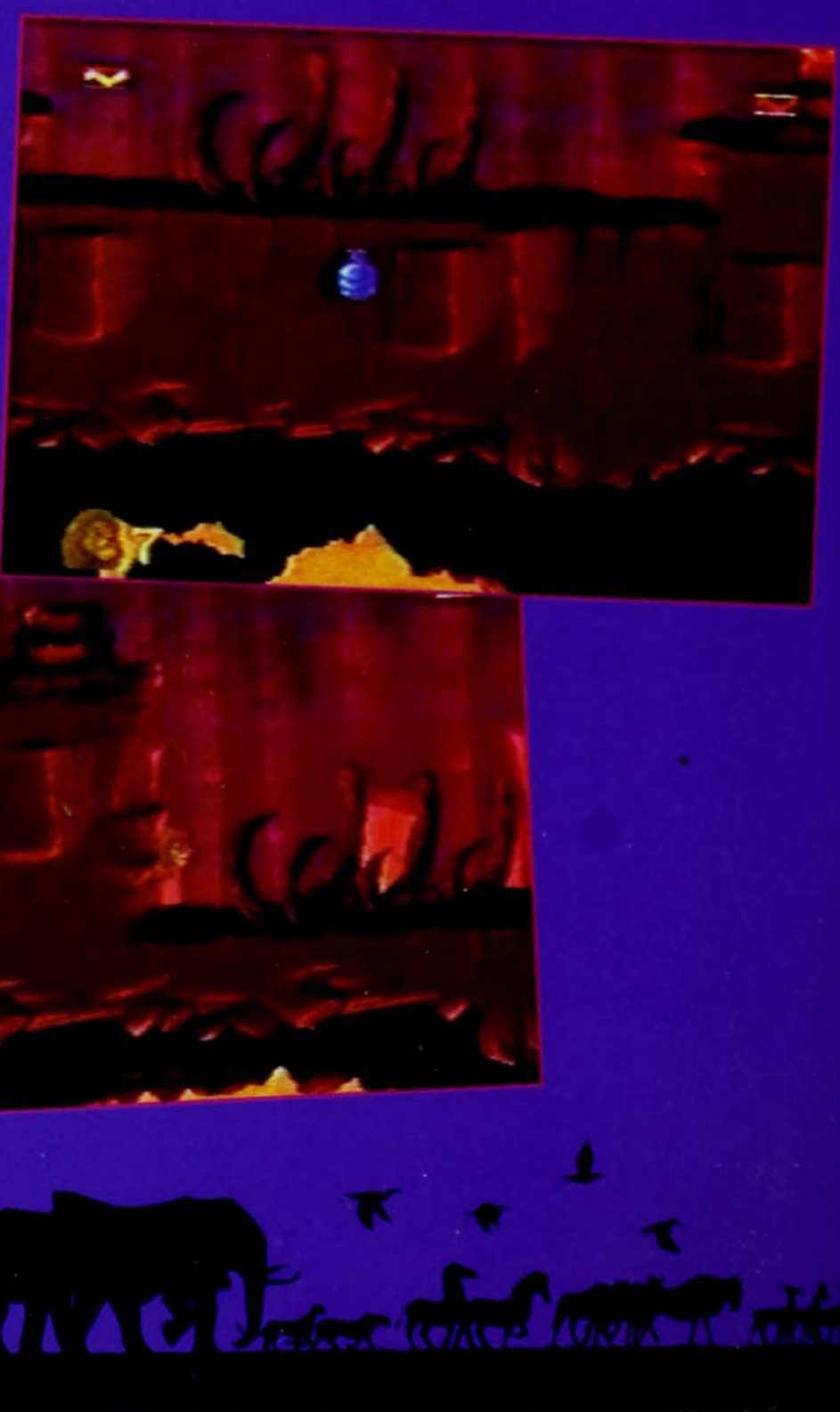
GEYSERS

YOU HAVE TO TIME YOUR JUMPS ONTO THE GEYSERS CORRECTLY TO AVOID THE STEAMING LAVA. JUMP ONTO THE GEYSER AS SOON AS THE LAVA GOES BACK DOWN AND DISAPPEARS. WHEN YOU LEAP OVER A GEYSER, YOU HAVE TO AVOID THE GEYSER AND THE SPURT- ING LAVA. WHEN YOU SEE THAT LAVA IS ON IT'S WAY DOWN, THAT'S A GOOD TIME TO JUMP.

RAFIKI'S SECRETS

JUST WHEN YOU THINK YOU'VE HAD YOUR FILL—AND IT'S ONLY THE 1ST LEDGE—JUMP OFF THE END OF THE LEDGE TO FIND A SECRET PATH. THERE'S A HIDDEN LEDGE GOING LEFT BEHIND THE MAIN LEDGE.

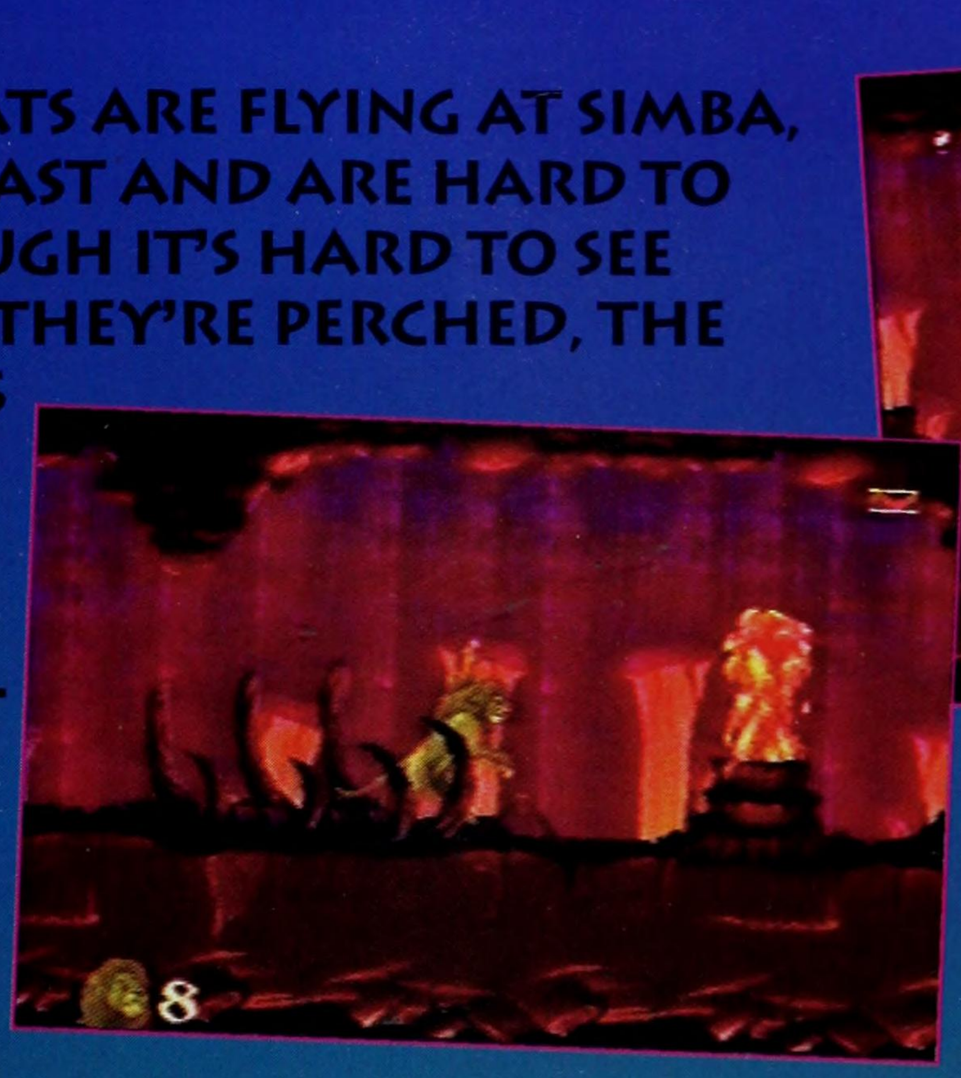
JUMP DOWN, GO LEFT, AND GET THE BLUE BEETLE TO INCREASE YOUR ROAR LEVEL. THERE'S ALSO A BAT WAITING IN THE HIDDEN PATH. YOU CAN SWIPE AT HIM BEHIND THE LEVEL OR FIGHT HIM WHEN HE FOLLOWS YOU OUT.

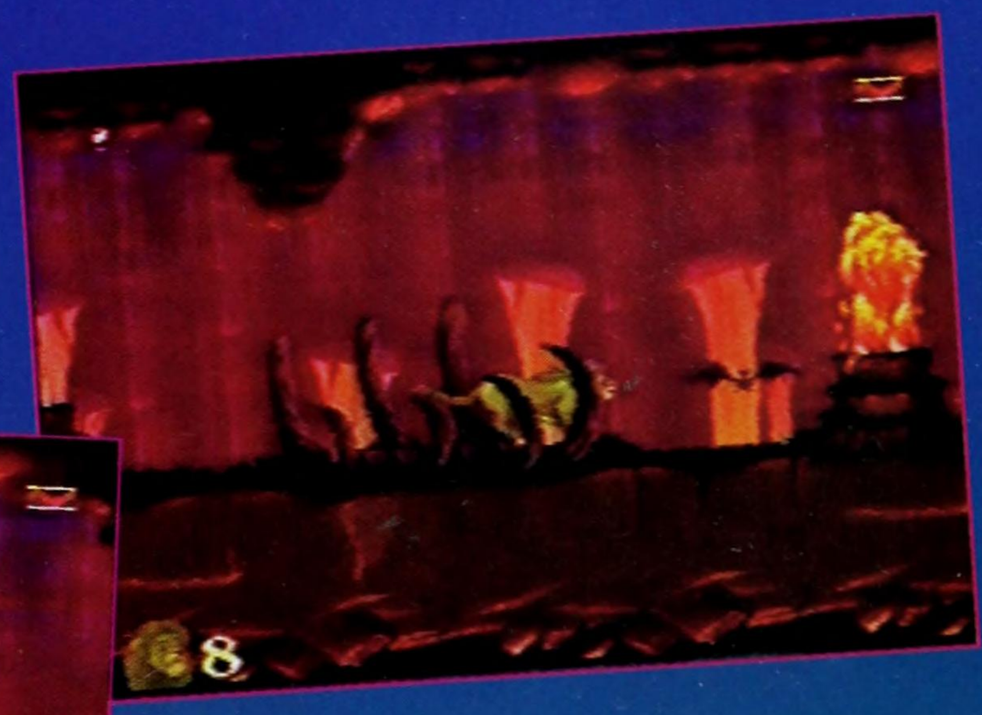


BE PREPARED

BATS

WHEN THE BATS ARE FLYING AT SIMBA, THEY MOVE FAST AND ARE HARD TO BEAT. ALTHOUGH IT'S HARD TO SEE THEM WHILE THEY'RE PERCHED, THE BEST TACTIC IS TO SWIPE AT THE BATS BEFORE THEY START FLYING.





2 STALACTITES

WHEN YOU REACH THE 2 STALACTITES JUST ABOVE THE 2 GEYSERS, YOU HAVE A CHOICE TO MAKE. EITHER WAY, YOU MUST LEAP FROM THE GEYSERS AFTER THE LAVA SUBSIDES AND SWIPE AT THE STALACTITE TO BREAK IT OFF.

YOU'LL NEED TO LEAP AND SWIPE 3 TIMES. THEN, THE STALACTITE BREAKS THROUGH THE FLOOR TO OPEN TO THE NEXT LEDGE BELOW.

1ST CONTINUE MARKER

IF YOU BREAK OFF THE STALACTITE TO THE LEFT, YOU CAN GET THE 1ST CONTINUE MARKER.

IF YOU BREAK OFF THE STALACTITE TO THE RIGHT, YOU GET A 1UP, THE BONUS BUG FOR THE BUG TOSS BONUS ROUND, AND A PATTERNED BEETLE. THEN, YOU AUTOMATICALLY FALL ONTO THE LOG IN THE RIVER OF LAVA BELOW, BUT YOU WON'T GET THE 1ST CONTINUE MARKER. IF YOU LOSE YOUR CHANCE, YOU HAVE TO DO THE WHOLE LEVEL AGAIN. YOU SHOULD ONLY TAKE THIS PATH WHEN YOU'RE VERY CONFIDENT ABOUT YOUR FIGHTING AND MANEUVERABILITY SKILLS.

RIDING THE LOG

AFTER THE 1ST CONTINUE MARKER, THINGS REALLY GET TOUGH. JUMP DOWN INTO THE RIVER OF LAVA AND CATCH A RIDE ON THE LOG. YOU HAVE TO BATTLE THE BATS ALL THE WAY. (IF YOU GO FOR THE BONUS BUG AND THE 1UP, YOU AUTOMATICALLY CATCH THE LOG BELOW.)

YOU CAN'T JUST SIT ON THE LOG AND PASS ALL THE LEDGES AND ENEMIES YOU SEE. IF YOU DO, YOU'LL GET KNOCKED INTO THE LAVA BY THE ROCKY LEDGES ABOVE YOU.

2 1UPS

THERE'S A 1UP FLOATING ABOVE YOU. JUMP UP TO THE LEDGE, SWING FORWARD ONCE, FLIP FORWARD TO CATCH THE 1UP, AND DROP BACK DOWN ONTO THE LOG.

ON THE 1ST LEDGE YOU COME TO, YOU HAVE TO BATTLE A HYENA AND A CHEETAH TO GET THE NEXT 1UP JUST TO THE LEFT OF THE LEDGE. JUMP ONTO THE LEDGE AND GET PAST THE HYENA AND CHEETAH AS QUICKLY AS YOU CAN. AS YOU'RE FIGHTING, WATCH THE MOVEMENT OF THE LOG BELOW AND TIME YOUR PROGRESS ACCORDINGLY.

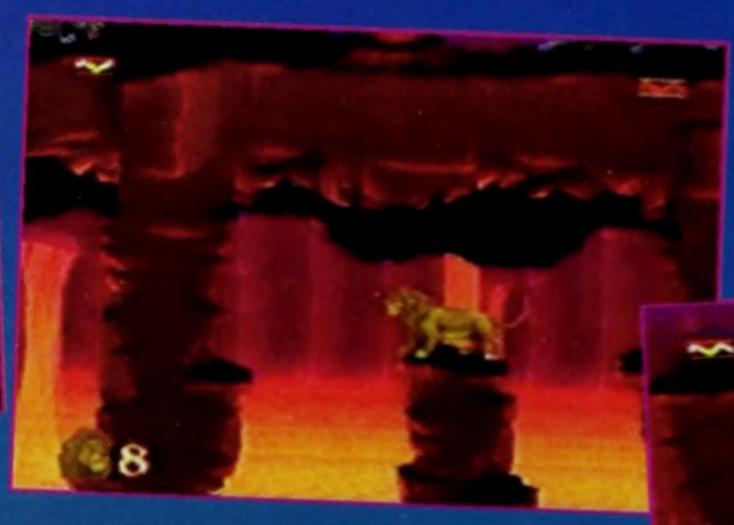
IF YOU DO MISS THE LOG AS IT GOES BY, THERE'S NOWHERE ELSE FOR SIMBA TO GO. JUST GRAB THE 1UP SO YOU'LL HAVE ONE MORE CHANCE, AND DIVE INTO THE LAVA TO BEGIN AGAIN AT THE 1ST CONTINUE MARKER—IF YOU TOOK IT!

MANEUVERING THE LEDGES

WHEN SIMBA LEAPS TO THE NEXT LEDGE, A BOULDER SIZZLING WITH LAVA FOLLOWS HIM DOWN—BUT YOU CAN'T JUST RUN FAST AND HAPHAZARDLY, OR YOU'LL FALL OFF THE LEDGE AND INTO THE LAVA.

WHEN YOU GET TO THE END OF THE LEDGE RUNNING RIGHT, PULL HARD TO THE LEFT ON YOUR CONTROLLER SO YOU'LL DROP DOWN TO THE NEXT LEVEL. THEN, THINK FAST AND DEFEAT THE CHEETAH WAITING FOR YOU—HE CAN KNOCK YOU INTO THE LAVA TOO.

CLIMBING THE COLUMNS



NEXT, SIMBA HAS TO CLIMB A TOUGH SERIES OF 3 COLUMNS GOING UP AND DOWN. TO CLIMB THE COLUMNS, JUMP OUT AND DIVE BACK IN TO MAKE SIMBA GRAB THE LEDGE WITH HIS CLAWS.

AS HE COMES DOWN THE 2ND COLUMN, BE SURE TO PULL IN AS HE DROPS TO THE BOTTOM TO AVOID FALLING INTO THE LAVA. TO JUMP ONTO THE 3RD COLUMN, YOU'VE GOT TO TAKE A RUNNING JUMP UP AND RIGHT TO GET A GRIP ON THE LEDGE.

WHEN YOU CLEAR THE COLUMNS, CATCH A RIDE ON THE 2ND LOG WAITING BEHIND YOU.

LAST 2 CHEETAHS

RIDE THE LOG TO THE END OF THE LAVA RIVER WHERE IT DOESN'T MOVE ANYMORE. IT'S EASIEST TO FIGHT THE 2 CHEETAHS WHILE SIMBA'S STILL ACTUALLY ON THE LOG. JUMP AND SWIPE AT THEM WHEN THEY'RE NEAR THE EDGE OF THE LEDGE. IF YOU JUMP TOO HIGH, THEY CAN HIT YOU TOO.

BUT IF YOU TAP THE JUMP BUTTON—RATHER THAN PRESSING IT— YOU CAN HIT THEM, BUT THEY CAN'T HIT YOU. JUMP UP TO THE LEDGE AFTER THEY'RE DEFEATED.

2ND CONTINUE MARKER

WHEN YOU GET TO THE 2ND CONTINUE MARKER, ONLY ONE TASK IS LEFT. IN THIS LAST COVE, YOU HAVE TO AVOID FALLING ROCKS AND SPURTING GEYSERS.

THE LAST COVE

YOU HAVE TO STAY ON THE GEYSERS TO AVOID THE ROCKS THAT FALL BETWEEN THEM. THE SAFEST TACTIC IS TO JUMP ON THE GEYSER THAT JUST SPURTED AND WENT DOWN. THIS PROCESS TAKES SOME TIME.

EVENTUALLY, ALL THE GEYSERS GET PLUGGED UP WITH FALLING STALACTITES, AND THE LAST ONE SHOOTS YOU OUT OF THE LEVEL. THE GEYSER FURTHEST TO THE LEFT IS ALWAYS THE LAST TO FILL AND THE ONE THAT SENDS YOU OUT.

BUT, EITHER OF THE GEYSERS TO THE RIGHT CAN BE THE FIRST TO GET PLUGGED. IT'S BEST TO STAY ON THE 2 GEYSERS ON THE LEFT AS MUCH AS POSSIBLE UNTIL THE FIRST STALACTITE FALLS. THEN, LEAP ON IT AND WAIT FOR THE OTHERS TO FILL.

SIMBA'S RETURN

PATH 9

FOLLOWING THE PATH

THE MATCHING LETTERS IN THE LEVEL MAP INDICATE CONNECTING TUNNELS THAT TELL WHERE YOU ENTER AND WHERE YOU EXIT. FOR EXAMPLE, IF YOU ENTER THE FIRST A OPENING, YOU EXIT THE SECOND A OPENING.
TO GET THE 3 HIDDEN 1UPS, AND THE AFRICAN RED BUG, YOU WILL NEED TO TAKE ALTERNATE PATHS. BUT THE MAIN

- **BONUS BUG:** Get to play the bonus round
- **PLAIN BEETLE:** Restores half of Simba's health
- **PATTERNED BEETLE:** Restores all of Simba's health
- **AFRICAN RED BUG:** Increases Simba's health
- **BLUE BEETLE:** Increases Simba's roar
- **1UP:** Increases the number of Simba's Chances by one
- **CIRCLE OF LIFE:** Allows 1 more Continue in the game when all Chances have been lost
- **BAD BUGS:** Avoid these
- **CONTINUE MARKER**
- **HIDDEN PATH**

PROPER PATH; E,F,G,H,I,N,P

PATH FOR DEFEATING ALL THE HYENAS AND BEATING THE LEVEL IS: E, F, G, H, I, N, P. THIS MEANS THAT YOU ENTER E AND EXIT E. THEN, LOOK FOR F, AND ENTER AND EXIT F. THEN FIND G, AND CONTINUE UNTIL YOU DEFEAT ALL THE HYENAS AND EXIT THE LEVEL.

SIMBA'S RETURN

WHEN SIMBA MAKES HIS DECISION TO RETURN TO THE NOW-DESOLATE PRIDELANDS, HIS FIRST TASK IS TO DEFEAT THE HYENAS THAT STAND IN HIS WAY AS SCAR'S FOOT SOLDIERS. THE PRODUCERS OF THE GAME SPENT A LOT OF TIME GIVING THE HYENAS INTERESTING CHARACTER-ISTICS.

"THEY CAN JUMP AND SNARL AND SNAP AND DO JUST A MILLION DIFFERENT THINGS," SAYS ONE PRODUCER. "WE TRIED TO CARRY ACROSS THE FIERCE TYRAN-NY OF THE HYENAS BUT ALSO THEIR HUMOR," SAYS ANOTHER. "THERE'S A GREAT IMAGE WHERE A HYENA'S JUST STANDING UP AND SALUTING AFTER YOU'VE DEFEATED HIM, AND YOU CAN JUST RUN BY!"

TIPS FOR SIMBA'S RETURN

THIS LEVEL IS A CONFUSING MAZE. YOUR GOAL HERE IS TO USE SIMBA'S BEST FIGHTING SKILLS TO DEFEAT ALL THE HYENAS IN THEIR LAIRS. YOU CAN'T MOVE ON TO THE NEXT LAIR UNTIL YOU FINISH OFF ALL THE HYE-NAS IN THE CURRENT LAIR. THIS LEVEL CAN BE LONG AND DIFFICULT. YOUR BEST BET IS TO USE THE LEVEL MAP TO NAVIGATE THE MAZE.

FIGHTING THE HYENAS

ADULT SIMBA CAN STILL TAKE DAMAGE WHEN HE COMES IN CONTACT WITH HYENAS, BUT NOW HE'S GOT SOME NEW SKILLS TO USE ON THEM. OFTEN IN THIS LEVEL, THE HYENAS TRAVEL IN PACKS. TRY TO SEPARATE THEM TO DEFEAT THEM.

MAULING

SIMBA'S MAUL ATTACK IS GREAT UP AGAINST 1 HYENA ON A FLAT SURFACE. YOU DON'T NECESSARILY HAVE TO JUMP ON A HYENA TO LAND ON HIM. IN THIS LEVEL, USE THE UPPER LEDGES TO DROP DOWN ON THE HYENAS. THEN, PRESS YOUR SLASH BUTTON REPEATEDLY. IF SIMBA IS CAUGHT IN A MAUL ATTACK, PRESS YOUR MAUL BUTTON(S) QUICKLY TO INCREASE THE STRENGTH OF HIS MAUL.

ED

ED COMPLETES THE TRIO OF HYENAS WHO REPORT DIRECTLY TO SCAR. ALTHOUGH SHENZI AND BANZAI ARE RELATIVELY INTELLIGENT, ED'S A LITTLE SLOW AND IS JUST ALONG FOR THE RIDE. SHENZI AND BANZAI BOTH TALK TOO MUCH, BUT ED'S KNOWN FOR HIS MANIACAL LAUGHTER. HE'S BEEN KNOWN TO GNAW ON HIS OWN LEG BY MISTAKE.

ROARING AND FLIPPING

ADULT SIMBA'S ROAR CAN STUN HYENAS AND MAKE THEM START PANTING. THAT'S THE BEST TIME TO TRY TO FLIP A HYENA.

IF YOU HAVE A GENESIS 3-BUTTON CONTROLLER, PRESS YOUR B AND C BUTTONS AT THE SAME TIME TO FLIP. IF YOU HAVE A GENESIS 6-BUTTON CONTROLLER, ANY OF THE X, Y, OR Z BUTTONS WILL FLIP ANY ENEMY. ON THE SNES CONTROLLER, PRESS THE X BUTTON.

SLASHING

A BASIC SLASH ATTACK IS A GOOD START. PRESS YOUR SLASH BUTTON QUICKLY AND REPEATEDLY—AND DON'T STOP UNTIL THE HYENA HAS BEEN DEFEATED. A SKILLED JUMPING SLASH CAN MAKE SHORT WORK OF A HYENA. PRESS THE JUMP BUTTON AND THEN THE SLASH BUTTON.

PUSHING HIM OFF A LEDGE

IF YOU GET SOME HYENAS CLOSE THE EDGE OF A CLIFF, YOU CAN PUSH THEM OFF AND FINISH THEM THAT WAY.

THE HYENA LAIRS

HIS SECTION GIVES YOU THE BASICS ON NAVIGATING THE HYENA LAIRS. REFER O THE LEVEL MAP FREQUENTLY TO SEE WHERE YOU ARE. YOU'LL BE FIGHTING ROUPS OF HYENAS ALL ALONG THE WAY. REMEMBER THAT YOU CAN'T LEAVE LAIR UNTIL ALL THE HYENAS THERE HAVE BEEN DEFEATED.

LAIR 1

WHEN YOU ENTER THE LEVEL, YOU EXIT THROUGH OPENING E ON THE RIGHT.

LAIR 2

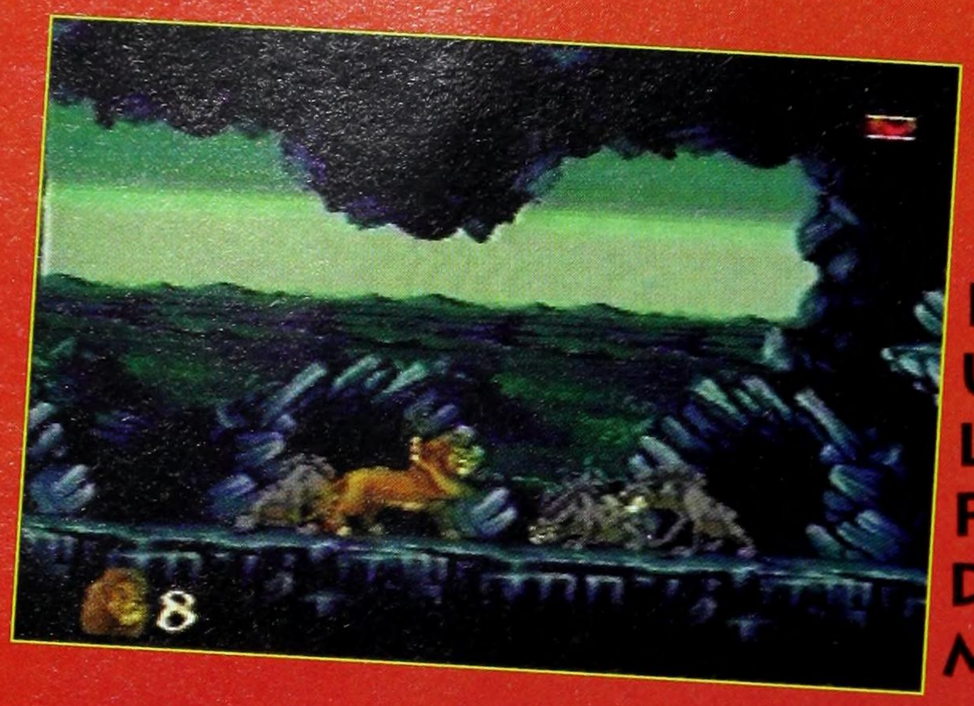
N LAIR 2, YOU ENTER HROUGH E AND EXIT HROUGH F.

LAIR 3

IN LAIR 3, YOU ENTER THROUGH F, CROSS THE LEDGE, AND EXIT THROUGH G.

LAIR 4

IN LAIR 4, YOU ENTER THROUGH G, CLIMB DOWN TO FIGHT THE HYENAS, CLIMB BACK UP, AND EXIT THROUGH H.



LAIR 5

IN LAIR 5, YOU ENTER THROUGH H ON THE UPPER LEVEL AND EXIT THROUGH I ON THE LOWER LEVEL. HERE, A PACK OF 3 HYENAS WAITS FOR YOU. TAKE THE PATTERNED BUG BEFORE OR DURING THE FIGHT—WHENEVER YOU NEED IT MOST.

LAIR 6

IN LAIR 6, YOU ENTER THROUGH I AND EXIT THROUGH N.

LAIR 7

IN LAIR 7, YOU ENTER THROUGH N, CLIMB THE LEDGE, AND EXIT THROUGH P.

LAIR 8

IN LAIR 8, YOU ENTER THROUGH P. YOU MUST DEFEAT A PACK OF 4 HYENAS BEFORE THE LEVEL ENDS. TAKE THE YELLOW BUG TO IMPROVE SIMBA'S HEALTH.

RAFIKI'S SECRETS

HIDDEN PATH

TO FIND THE AFRICAN RED BUG, EXIT THROUGH B, ENTER THROUGH B, AND EXIT THROUGH C. WHEN YOU ENTER AT C, JUMP TO THE UPPER-RIGHT LEDGE. WALK BEHIND THE RIGHT WALL TO GET THE HIDDEN BUG.

3 1UPS

TO GET THE 1ST 1UP, EXIT THROUGH A, ENTER AT A, AND JUMP UP THE LEDGES RIGHT AND THEN LEFT TO FIND THE 1UP.

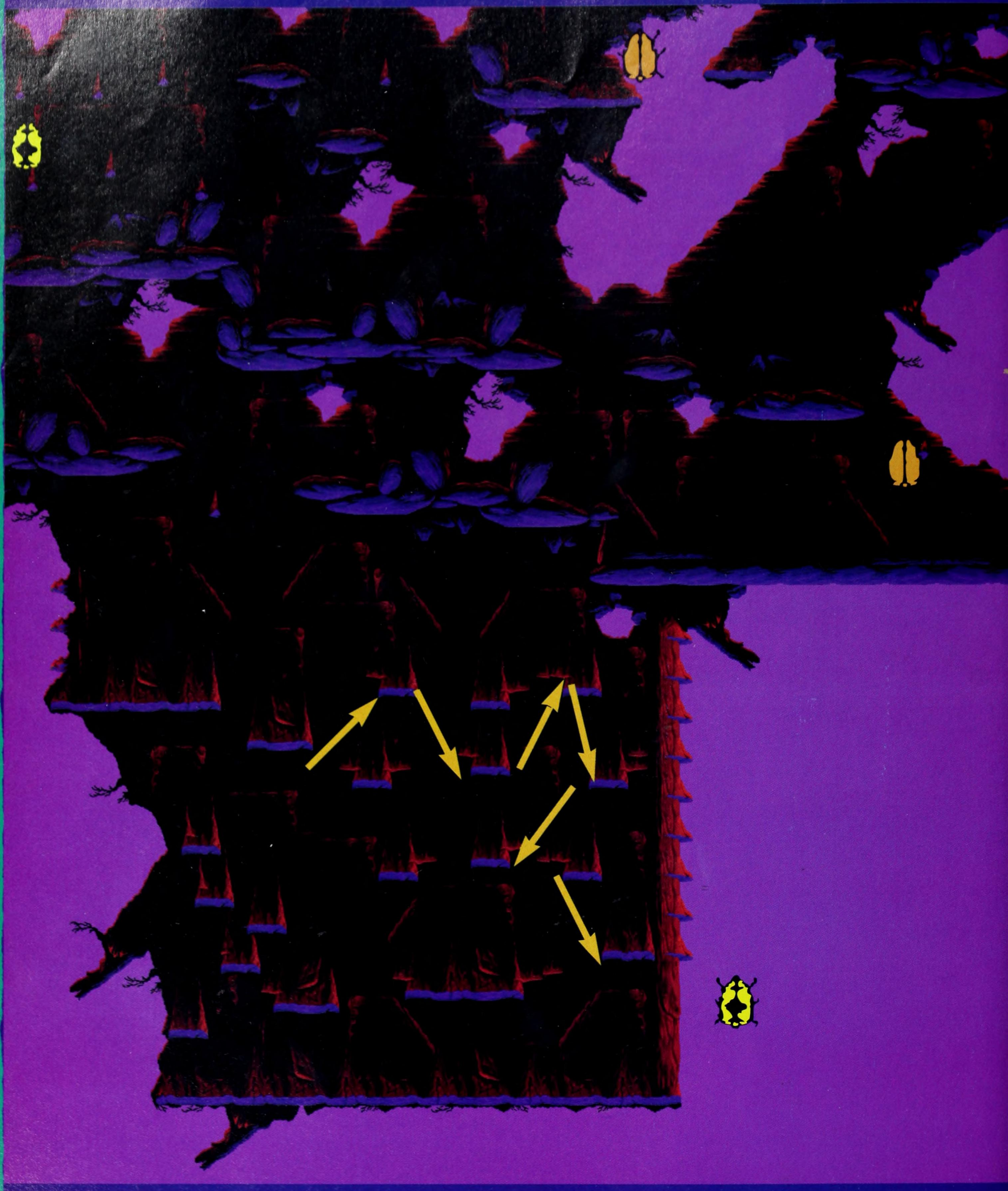
TO GET THE 2ND 1UP, EXIT THROUGH B, ENTER AT B, CLIMB THE LEDGES TO THE LEFT, AND EXIT THROUGH D. WHEN YOU ENTER THROUGH D, YOU HAVE TO DROP DOWN ONE LEDGE AND THEN JUMP TO THE RIGHT TO FIGHT A HYENA AND GET THE 1UP.

TO GET THE 3RD 1UP, YOU HAVE TO DEFEAT THE 3 HYENAS IN LAIR 5. THEN, EXIT THROUGH L. WHEN YOU ENTER THROUGH L, DROP DOWN 2 LEDGES TO YOUR LEFT. THE 1UP FLOATS ABOVE YOU.

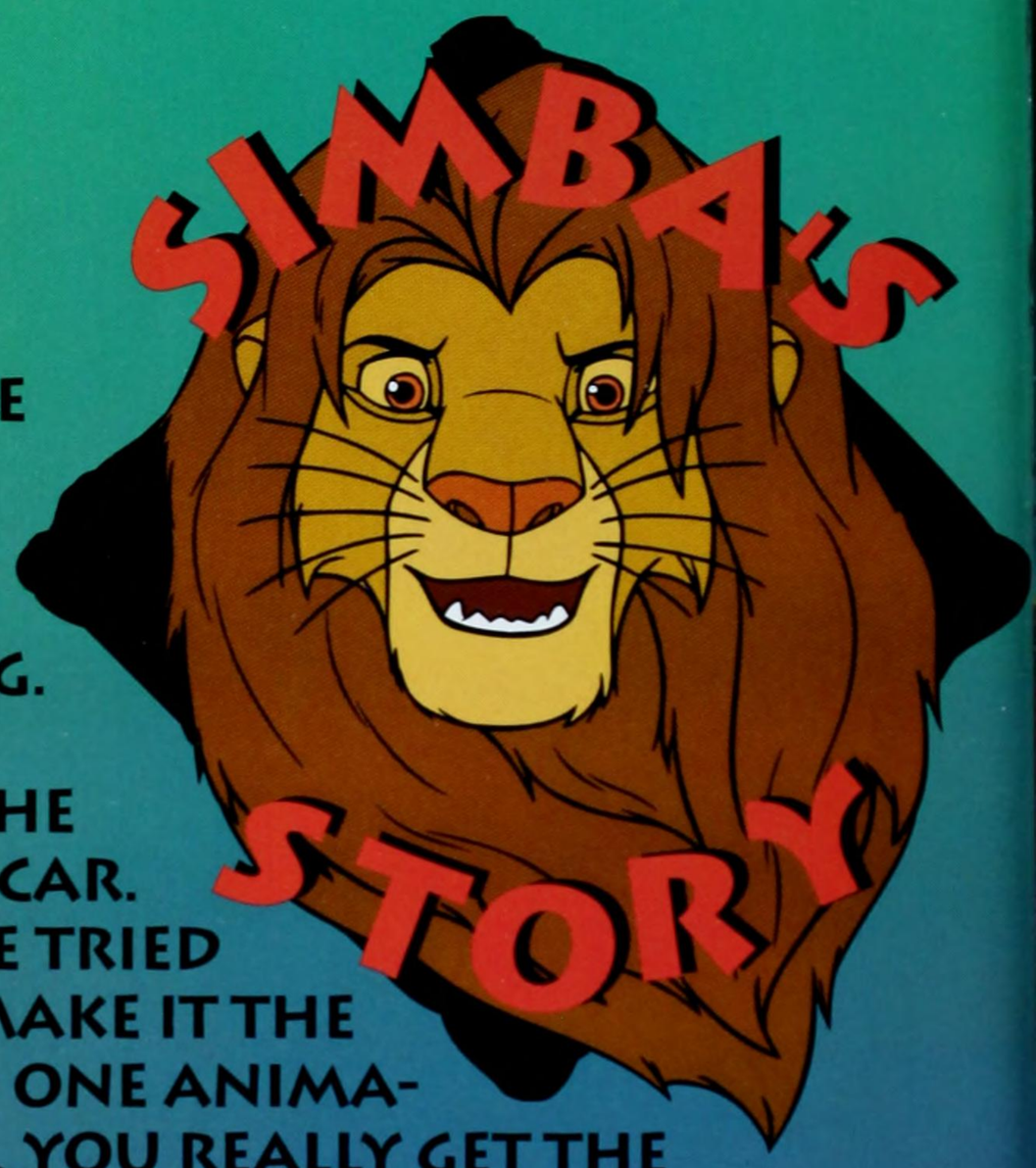
PRIDE ROCK

PATH 10

- **BONUS BUG:** Get to play the bonus round
- **PLAIN BEETLE:** Restores half of Simba's health
- **PATTERNED BEETLE:** Restores all of Simba's health
- **AFRICAN RED BUG:** Increases Simba's health
- **BLUE BEETLE:** Increases Simba's roar
- **1UP:** Increases the number of Simba's Chances by one
- **CIRCLE OF LIFE:** Allows 1 more Continue in the game when all Chances have been lost
- **BAD BUGS:** Avoid these
- **CONTINUE MARKER**
- **HIDDEN PATH**



PRIDE ROCK



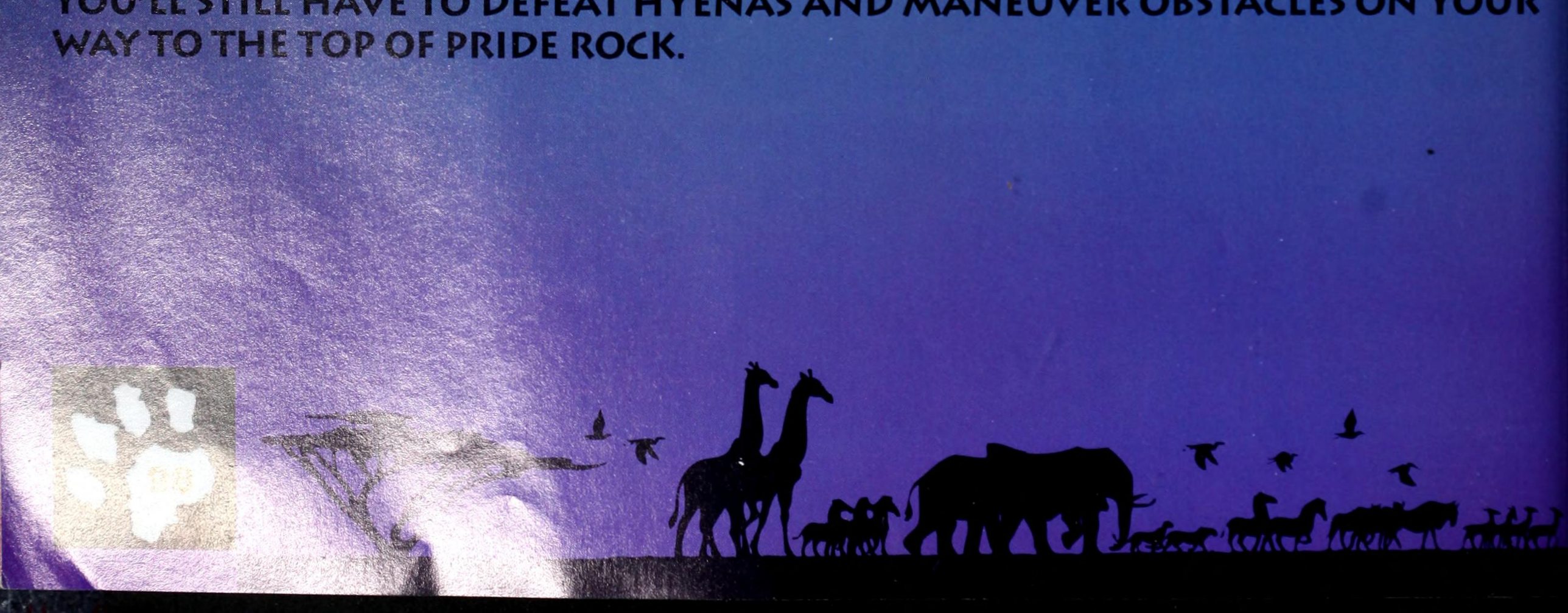
THIS IS THE FINAL BATTLE TO SEE WHO WILL BE VICTORIOUS ON PRIDE ROCK. THE PRIDELANDS ARE BURNING WHILE SIMBA RETURNS TO DO BATTLE WITH SCAR AND RECLAIM HIS THRONE AS THE TRUE LION KING.

THE ANIMATORS PUT SPECIAL EFFORT INTO THE FIGHTING SEQUENCES BETWEEN SIMBA AND SCAR. "IN DRAWING SIMBA AND SCAR FIGHTING, WE TRIED TO INTERLOCK THESE TWO CHARACTERS TO MAKE IT THE MOST EMOTIONAL PART OF THE GAME," SAID ONE ANIMATOR. "WHEN SCAR AND SIMBA ARE FIGHTING, YOU REALLY GET THE FEEL OF THE HUGE WEIGHT OF A LION DIGGING INTO ANOTHER LION, BEING FLIPPED OVER AND BEING PUSHED OFF," SAYS ONE OF THE PRODUCERS.

"THE CLIMAX OF THIS IS THE FINAL BATTLE ON PRIDE ROCK WITH THE PRIDELANDS BURNING BELOW, LIGHTNING STRIKING FROM ABOVE, AND BUSHES NEXT TO SIMBA BURSTING INTO FLAMES. ALL THE WHILE, SCAR DESPERATELY TRIES TO DEFEAT HIM AND RETAIN CONTROL."

TIPS FOR PRIDE ROCK

THE FOCUS OF THIS LEVEL IS YOUR SKILL WITH SIMBA'S FIGHTING MOVES, BUT YOU'LL STILL HAVE TO DEFEAT HYENAS AND MANEUVER OBSTACLES ON YOUR WAY TO THE TOP OF PRIDE ROCK.



FIGHTING SCAR

YOU HAVE TO FIGHT SCAR TWICE ON 2 DIFFERENT LEVELS BEFORE THE THIRD AND FINAL BATTLE AT THE TOP OF PRIDE ROCK.

SLASHING

SLASHING IS A WEAK MOVE AGAINST SCAR, BECAUSE HE HAS THE CAPABILITY TO BLOCK YOU. DON'T USE THE STANDING SLASH MOVE AGAINST SCAR—HE'LL PIN YOU EVERY TIME.

IF SCAR PINS YOU, PRESS ALL 3 OF THE JUMP, SLASH, AND ROAR BUTTONS QUICKLY AND REPEATEDLY TO ESCAPE. OR, YOU CAN HIT LEFT AND RIGHT REPEATEDLY ON YOUR D-PAD TO GET OUT OF A PIN.

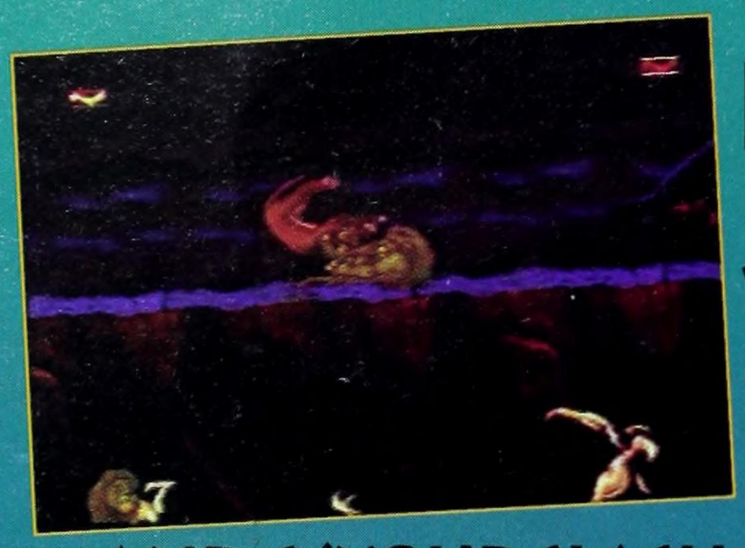
SCAR

SCAR IS MUFASA'S YOUNGER BROTHER AND SIMBA'S EVIL UNCLE. ALL HIS LIFE, SCAR HAS RESENTED MUFASA'S POWER AND TITLE. ALTHOUGH SCAR LACKS THE MUSCLE AND NOBILITY TO BE KING, HE HAS A CUNNING AND CRUEL MIND. WHEN SIMBA IS BORN, SCAR IS YET ANOTHER STEP AWAY FROM THE THRONE, AND HE PLOTS TO KILL MUFASA AND SIMBA.

MAULING

ROARING HAS NO EFFECT ON SCAR. YOUR BEST TACTIC IS TO MAUL HIM REPEATEDLY UNTIL YOU CAN FLIP HIM.

TO PERFORM THE MAUL, JUMP AND LAND ON SCAR. THEN, PRESS YOUR SLASH BUTTON QUICKLY AND REPEATEDLY—AND DON'T LET UP.

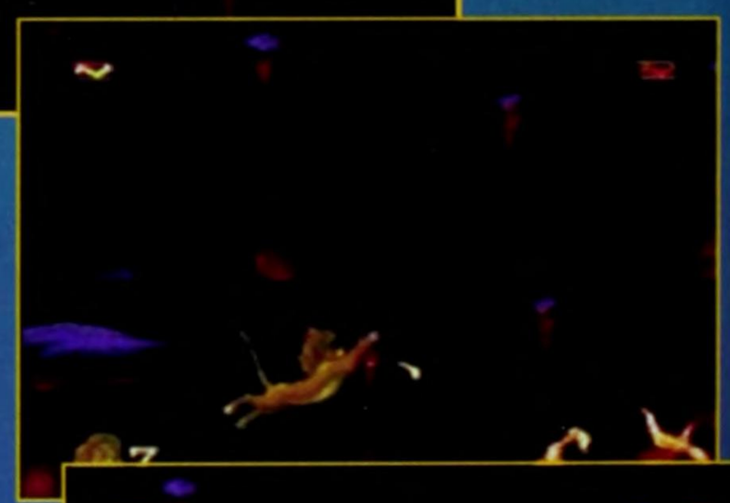


FLIPPING

WHEN SCAR TAKES ENOUGH DAMAGE FROM SIMBA'S MAULS, HE STARTS PANTING BECAUSE HE'S TIRED. THIS IS THE ONLY TIME YOU CAN FLIP HIM. IF YOU HAVE A GENESIS 3-BUTTON CONTROLLER, PRESS B AND C (YOUR SLASH AND JUMP BUTTONS) TOGETHER. IF YOU'VE GOT A GENESIS 6-BUTTON CONTROLLER, YOU CAN PRESS ANY OF THE X, Y, OR Z BUTTONS. TO FLIP WITH A SNES CONTROLLER, PRESS THE X BUTTON.

CLIMBING LEDGES

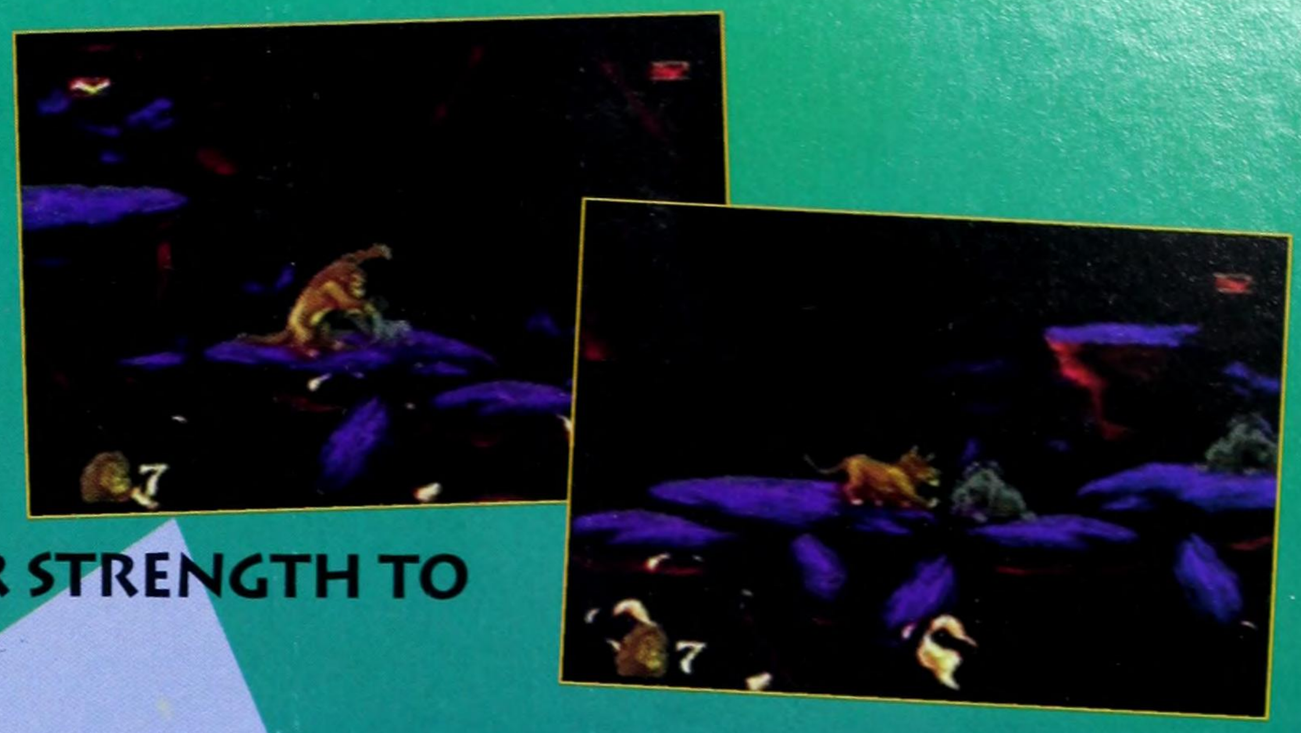
IN THE LOWER-RIGHT CORNER OF THE LEVEL IS A DOUBLE ROW OF LEDGES. YOU SWING FROM THE LOWER LEDGE ONLY TO GET THE PATTERNED BUG TO THE RIGHT AND RESTORE ALL OF SIMBA'S HEALTH. TAKE THE PATTERNED BUG. YOU'LL NEED THIS BUG IF YOU TOOK SOME DAMAGE FROM SCAR. THERE ARE NO CONTINUE MARKERS IN THIS LEVEL, SO YOU SHOULD RESTORE SIMBA'S HEALTH WHENEVER POSSIBLE.



TO ACTUALLY TRAVERSE THE ABYSS, YOU SWING AND FLIP FROM THE UPPER SERIES OF LEDGES. IF YOU MISS AND FALL, YOU HAVE TO START FROM THE LOWER LEVEL AGAIN.

HYENAS

USE YOUR MOST EFFICIENT MOVES TO DEFEAT THE HYENAS. THERE ARE NO CONTINUE MARKERS IN THIS LEVEL, AND ONLY 2 HEALTH BUGS, SO YOU CAN'T TAKE MUCH ADDITIONAL DAMAGE. YOU'LL HAVE TO SAVE YOUR STRENGTH TO FIGHT SCAR.



SWINGING FROM SPIKES

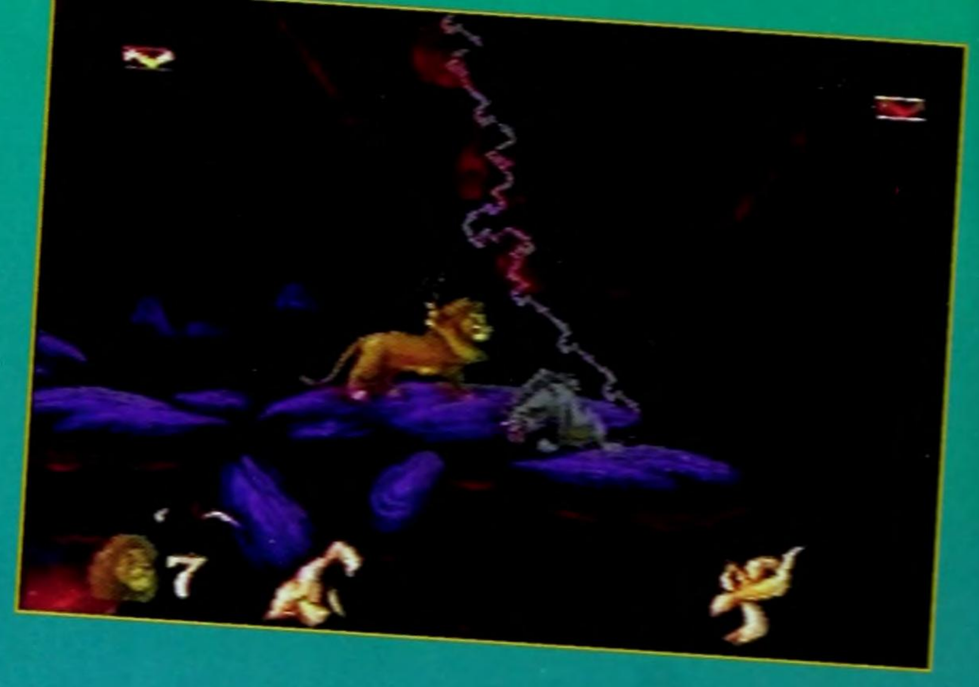
ON THE FAR LEFT OF THE SECOND LEVEL, IT ALMOST LOOKS LIKE SIMBA HAS NOWHERE LEFT TO GO. YOU HAVE TO GRAB THE 3 SPIKES IN THE OVERHANGING CLIFF AND CLIMB LEFT AND UP TO THE FOLLOWING LEVEL.

THE VERTICAL LEDGE

AFTER YOU FIGHT SCAR THE 2ND TIME, HE RUNS UP TO THE NEXT LEVEL. SIMBA FACES A LEDGE THAT GOES STRAIGHT UP. THE ONLY REASON TO TAKE THIS LEVEL IS TO GET THE PATTERNED BUG NEAR THE TOP, WHICH WILL RESTORE ALL OF SIMBA'S HEALTH. TAKE THE PATTERNED BUG. YOU'RE HALFWAY THROUGH THE LEVEL, AND YOU DON'T WANT TO RUN OUT OF HEALTH NOW. YOU CAN'T USE THIS LEDGE TO GET TO THE TOP, AND CLIMBING IT IS TOUGH. YOU HAVE TO JUMP LEFT AND THEN UP TO MAKE YOUR WAY UP THE STEEP CLIMB.

LIGHTNING AND FIRES

WHEN LIGHTNING HITS, IT SETS FIRES ON THE LEDGES TO KEEP YOU MOVING THROUGH THE LEVEL.



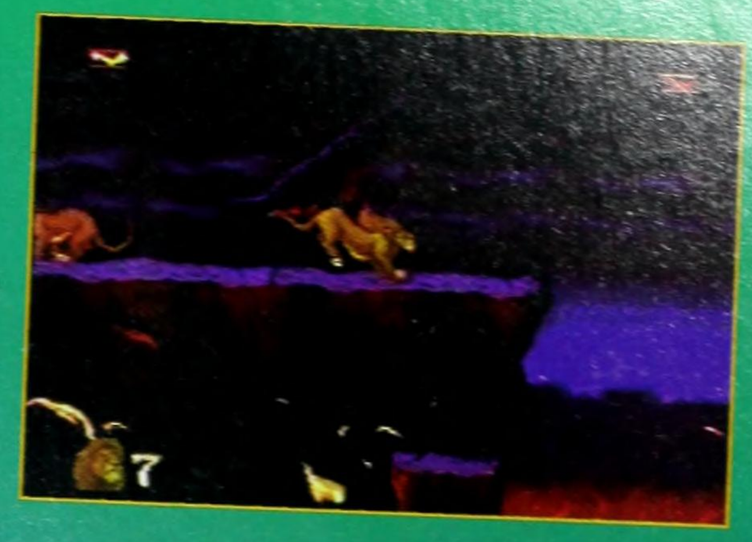
TO FIGURE OUT WHICH LEDGE YOU SHOULD JUMP TO, WATCH THE PATTERNS OF THE FIRES. YOU'LL USUALLY HAVE ONLY 1 OPEN PLATFORM TO MOVE TO—YOU HAVE TO LEAP TO THAT PLATFORM AND WAIT FOR THE NEXT OPENING.

GRADUALLY, FIRES WILL BURN OUT, OTHER LEDGES WILL OPEN, AND YOU JUST HAVE TO BE PATIENT AND FOLLOW THE ROUND-ABOUT PATH UP PRIDE ROCK.

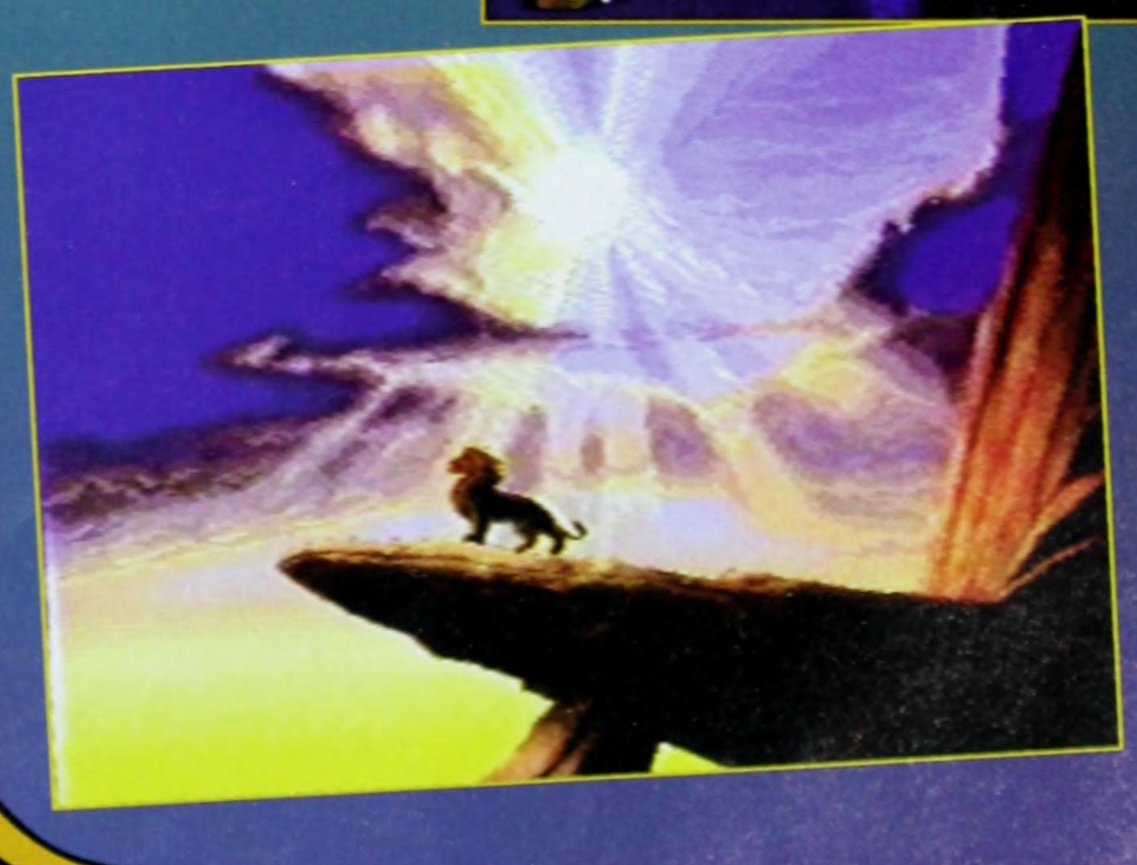
THE BATTLE FOR PRIDE ROCK

AN EASY WAY TO BEAT UP ON SCAR IS TO CROUCH DOWN AND SWIPE AT HIS PAWS TWICE. HE'LL JUMP BACK. AS HE APPROACHES YOU AGAIN, KEEP REPEATING THE MOVE. EVENTUALLY, HE LEAVES OR STARTS PANTING. THIS IS A GREAT TIME TO ATTEMPT TO THROW HIM.

TO FLIP SCAR OFF THE RIGHT SIDE OF THE CLIFF, YOU HAVE TO GRADUALLY COAX HIM TO THE END WITH SIMBA'S VICIOUS SWIPES AND MAULS. WHEN YOU GET CLOSE ENOUGH TO THE EDGE, SIMBA MUST BE ON THE RIGHT SIDE OF THE SCREEN IN ORDER TO FLIP SCAR OFF OVER THE EDGE AND FINISH THE GAME.



WITH SCAR DEAD, SIMBA BECOMES THE TRUE LION KING. RAIN BEGINS TO FALL ON PRIDE ROCK TO QUELL THE FIRES AND BEGIN A NEW TIME OF PROSPERITY FOR THE PRIDELANDS.



BONUS 1 BUG TOSS

NOW YOU CAN PLAY AS PUMBAA AND MAKE HIM BELCH TO SAVE THE DAY! TIMON TOSSES BUGS AND OTHER GOODIES DOWN TO PUMBAA—YOU'VE GOT TO CATCH AS MANY AS YOU CAN. YOU CAN MOVE PUMBAA RIGHT OR LEFT WITH THE D-PAD AND PRESS THE START BUTTON TO PAUSE THE LEVEL. TO MAKE PUMBAA BELCH, PRESS ANY BUTTON EXCEPT START.

PUMBAA HAS TO CATCH ALL THE GOOD BUGS, 1UPS, AND CIRCLES OF LIFE THAT TIMON DROPS. IF HE MISSES ANY, THE BONUS ROUND ENDS. BUT PUMBAA DOESN'T ACTUALLY HAVE TO CATCH THE BUGS IN HIS MOUTH—HE CAN STILL CATCH A BUG THAT'S NEAR HIS FEET. YOU CAN CATCH UP TO 99 BUGS IN THIS ROUND, AND THEN TIMON STARTS DROPPING LOTS OF 1UPS LEFT AND RIGHT. IF YOU GET ENOUGH BUGS, PUMBAA SAYS, "I ATE LIKE A PIG."

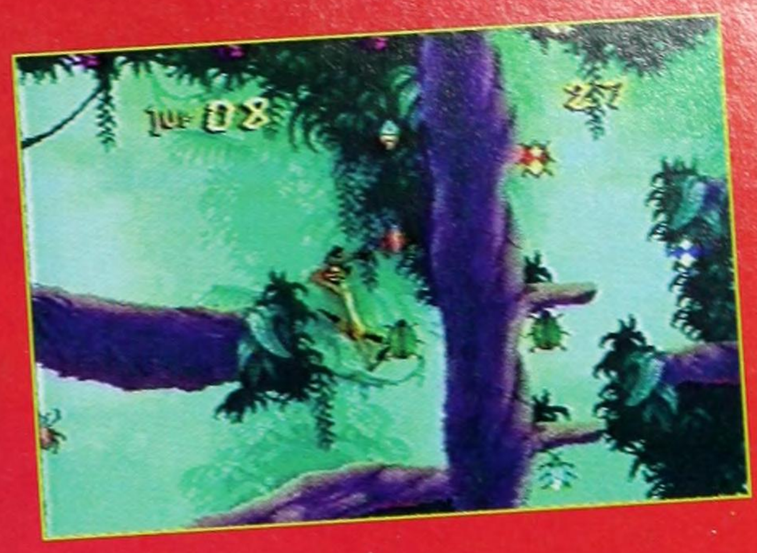
AVOID THE BAD BUGS

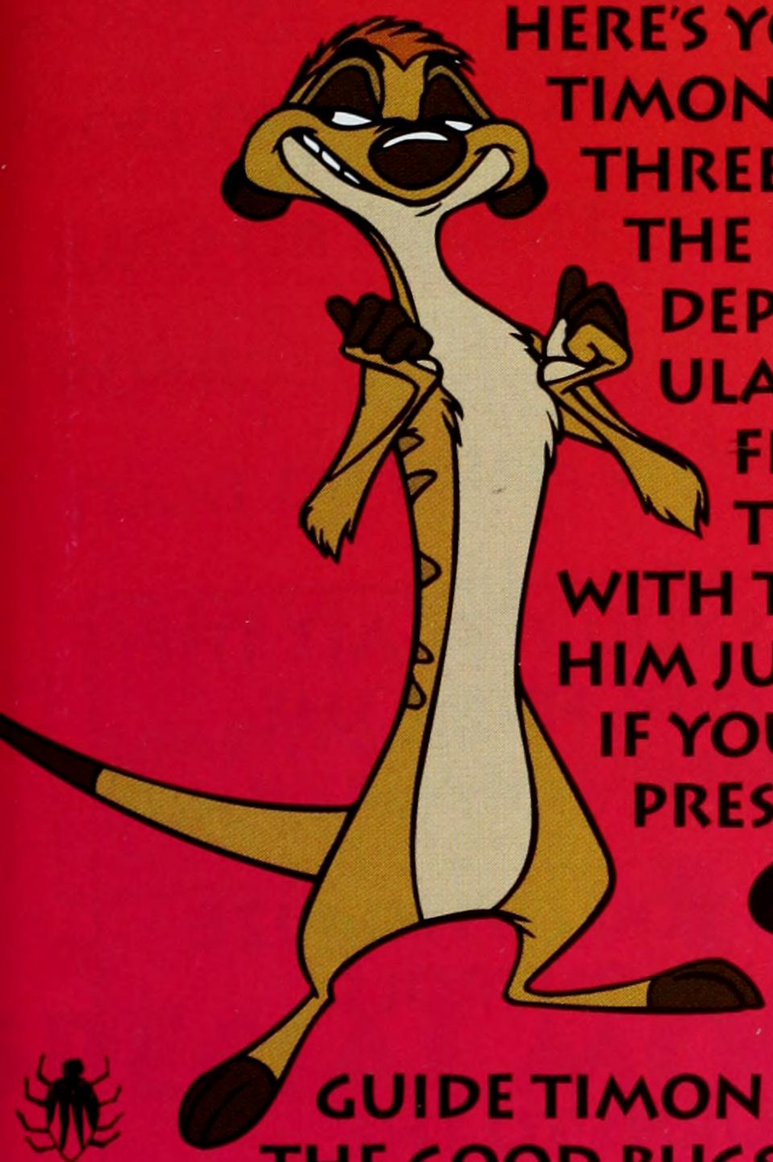
YOU'VE GOT TO AVOID ALL THE BAD BUGS: FLY, SPIDER, DRAGONFLY, AND BOMBARDIER BEETLE. IF PUMBAA EATS ONE, THE BONUS ROUND ENDS.

THE SECRET BELCH

PUMBAA'S BELCH BECOMES A SECRET WEAPON WHEN YOU USE IT TO CLEAR THE SCREEN OF ANY BUG YOU MIGHT MISS. YOU ONLY GET ONE BELCH, SO USE IT ONLY WHEN YOU KNOW YOU'RE GOING TO MISS SOME BUGS AND LOSE YOUR TURN. WHEN PUMBAA BELCHES, YOU DON'T CREDIT FOR THE BUGS ON THE SCREEN, BUT THE SCREEN CLEARS, SO YOU CAN BEGIN AGAIN AND KEEP ON PLAYING WITH YOUR CURRENT SCORE.

BONUS 2
BUG HUNT





HERE'S YOUR CHANCE TO PLAY AS TIMON, THE TINY MEERKAT! THREE DIFFERENT VERSIONS OF THE BUG HUNT APPEAR DEPENDING ON WHICH REGULAR GAME LEVEL YOU JUST FINISHED. YOU CAN MOVE TIMON RIGHT OR LEFT WITH THE D-PAD AND MAKE HIM JUMP WITH THE JUMP BUTTON. IF YOU NEED TO PAUSE THE LEVEL, PRESS THE START BUTTON.

COLLECT THE GOOD BUGS

GUIDE TIMON AND JUMP UP TO COLLECT ALL THE GOOD BUGS THAT YOU CAN. THIS GAME HAS A TIME LIMIT OF 30 SECONDS, SO MOVE AS FAST AS YOU CAN. OR EVERY 10 BUGS YOU CATCH, YOU GET A FREE 1UP (FOR 1 MORE CHANCE) OR A FREE CIRCLE OF LIFE (FOR 1 MORE CONTINUE).

KEEP ON GOING

IF YOU MISS A BUG, DON'T GO BACK FOR IT. THIS ONLY WASTES TIME, AND THERE ARE PLENTY OF BUGS TO PICK UP LATER IN THE LEVEL. LIKEWISE, IF A BUG LOOKS HARD TO GET TO, OR IF YOU KNOW YOU'VE HAD TROUBLE GETTING A CERTAIN BUG BEFORE—OR IF THE SPIDER HAS ZAPPED YOU IN A CERTAIN PLACE—JUST SKIP IT AND KEEP MOVING.

THE SPIDER

THE SPIDER IS THE ONLY BAD BUG IN THE ROUND. YOU ONLY GET ONE CHANCE. IF TIMON TOUCHES A SPIDER, THE BONUS ROUND ENDS.

GAME GEAR BASICS

GAME OPTIONS

WHEN THE GAME STARTS, YOU CAN CHOOSE START OR OPTIONS. FROM THE OPTIONS SCREEN, YOU CAN MAKE THE FOLLOWING CHOICES:

SOUND TEST	LETS YOU TEST ALL THE SOUNDS FROM THE GAME.
TRIGGERS	LETS YOU CUSTOMIZE YOUR CONTROLS.
EXIT	RETURNS TO THE STARTING SCREEN.

DIFFICULTY SETTINGS

CUB	ONLY PLAY LEVELS 1-4 LOTS OF POWER-UPS 3 CIRCLES OF LIFE	EASY ENEMIES TO DEFEAT 5 CHANCES 3 CONTINUES
LION PRINCE	NORMAL MODE 2 CIRCLES OF LIFE	3 CHANCES
LION KING	VERY TOUGH ENEMIES 3 CHANCES	FEW POWER-UPS 1 CIRCLE OF LIFE

SIMBA'S BASIC MOVES

MOVE LEFT OR RIGHT	D-PAD LEFT OR RIGHT
LOOK DOWN	D-PAD DOWN
LOOK UP	D-PAD UP
ROLL (YOUNG SIMBA ONLY)	D-PAD DOWN/RIGHT OR DOWN/LEFT
JUMP OR POUNCE	BUTTON 1
ROAR	BUTTON 2
START OR PAUSE GAME	START BUTTON
SLASH (ADULT SIMBA ONLY)	D-PAD + BUTTON 2
JUMPING SLASH (ADULT SIMBA ONLY)	D-PAD + BUTTON 2 + BUTTON 1

SPECIAL MOVES FOR SIMBA

SWINGING

N MANY PLACES THROUGHOUT THE GAME, SIMBA MUST SWING OFF SOME-
HING TO CATAPULT HIMSELF ONTO HARD-TO-REACH LEDGES. TO MAKE THIS
OVE, JUMP SO THAT SIMBA TOUCHES THE OBJECT WITH HIS FRONT PAWS OR
HEST. SIMBA WILL LATCH ON WITH HIS CLAWS AND START SWINGING.

TO FLIP HIM FORWARD, PRESS THE JUMP BUTTON WHILE SIMBA IS SWINGING IN THE DIRECTION YOU WANT TO GO. THE LONGER YOU HOLD THE JUMP BUTTON, THE FURTHER HE'LL FLIP.

CLIMBING

SIMBA CAN CLIMB ROCK LEDGES WHEN HE'S TRYING TO GET TO A HIGHER LEVEL. IF SIMBA JUMPS AT A LEDGE AND COMES UP SHORT, HE CAN GRAB THE EDGE AND PULL HIMSELF UP.

POUNCING

SIMBA CAN POUNCE ON HIS ENEMIES. TO POUNCE, SIMBA MUST JUMP AND LAND ON HIS FOE. SIMBA MUST SOMETIMES WAIT FOR AN ENEMY TO BECOME VULNERABLE BEFORE HE ATTEMPTS TO POUNCE ON HIM.

SLASHING

ADULT SIMBA CAN USE HIS CLAWS TO ATTACK AN ENEMY. YOU NEED TO BE CLOSE TO AN ENEMY TO SLASH HIM, AND THE ENEMY MUST BE DIRECTLY IN FRONT OF YOU.

ROARING

AS A YOUNG CUB, SIMBA'S ROAR ONLY STUNS HIS ENEMIES. AS AN ADULT LION, SIMBA'S ROAR CAN DEFEAT AN OPPONENT IF HE'S CLOSE ENOUGH.

IF ADULT SIMBA IS TOO FAR AWAY, HIS ROAR WILL ONLY STUN THE ENEMY. ENEMIES MUST BE VERY CLOSE IF YOU WANT TO CAUSE DAMAGE.

SIMBA ICON

A SIMBA ICON GIVES YOU AN EXTRA CHANCE.

DIAMOND

THE DIAMOND TAKES YOU TO THE BONUS ROUND AFTER YOU DEFEAT THE LEVEL.

CIRCLE OF LIFE

THE CIRCLE OF LIFE ICONS GIVE YOU AN EXTRA CONTINUE.

INSECTS

CRICKETS	INCREASE ROAR POWER.
RHINOCEROS BEETLES	TEMPORARILY INCREASE SIMBA'S STRENGTH.
FIREFLIES	MAKE SIMBA TEMPORARILY INVINCIBLE.
LADYBUGS AND FLIES	RESTORE 1/4 CIRCLE OF LIFE.
BUTTERFLIES	COMPLETELY RESTORE SIMBA'S LIFE (3 CIRCLES OF LIFE).

THE GAME SCREEN

THE CIRCLES OF LIFE IN THE UPPER-LEFT CORNER OF THE SCREEN REPRESENT SIMBA'S ENERGY. WHEN SIMBA IS HIT, PART OF A CIRCLE OF LIFE WILL DISAPPEAR. ONCE SIMBA LOSES ALL HIS CIRCLES OF LIFE, HE LOSES A CHANCE.

CHANCES ARE THE NUMBER OF LIVES THAT SIMBA HAS REMAINING. SIMBA CAN HAVE A MAXIMUM OF 9 CHANCES.

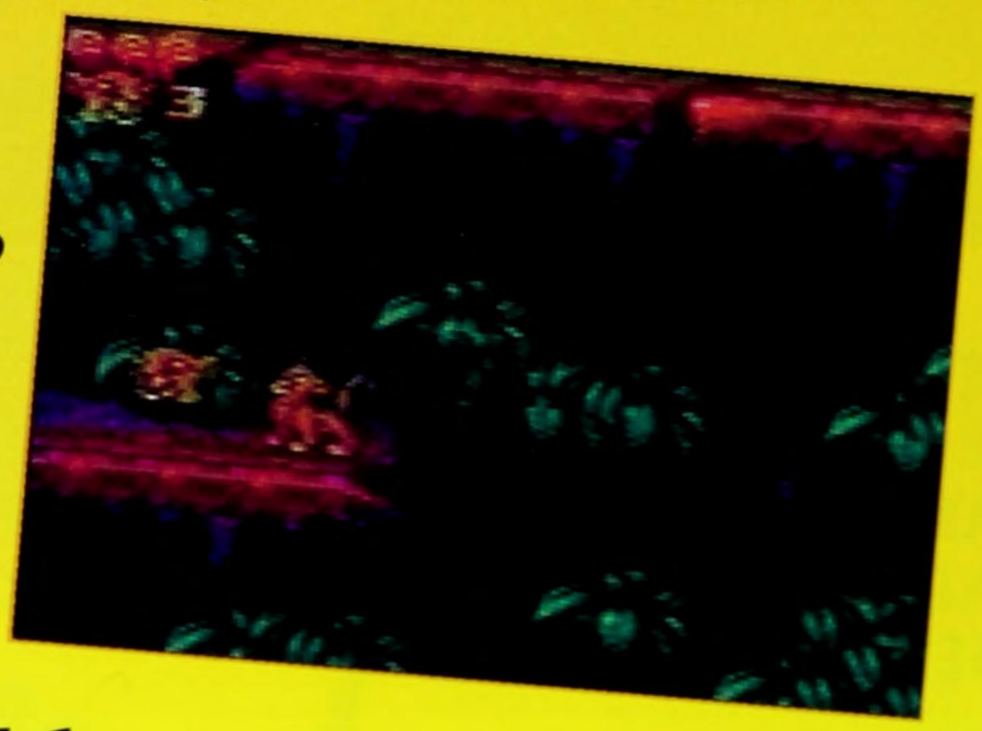
PUMBAA'S BONUS

IF YOU FIND A DIAMOND ICON, YOU GET TO PLAY THE BONUS ROUND AFTER YOU FINISH THE LEVEL. MOVE PUMBAA RIGHT AND LEFT TO CATCH AS MANY MELON SEEDS AS POSSIBLE. AVOID THE MOSQUITOES, SPIDERS, AND OTHER BAD BUGS—THEY MAKE PUMBAA LOSE SOME SEEDS. FOR EVERY 10 MELON SEEDS, SIMBA GETS 1 EXTRA CHANCE.

The PRIDELANDS

TAKE YOUR TIME EXPLORING THE LEVEL AND GET ACCUSTOMED TO THE CONTROLS. THIS IS YOUR BEST OPPORTUNITY TO LEARN HOW TO CONTROL SIMBA AND LEARN TO POUNCE, SWING, MAKE LONG LEAPS, AND PULL YOURSELF UP FROM A CLIFF.

STAY ON THE LEFT SIDE AS YOU WORK YOUR WAY TO THE TOP. THIS PATH HELPS YOU FIND ALL THE POWER-UPS AND COLLECT THE SIMBA ICON NEAR THE TOP TO GET AN EXTRA CHANCE.



FIGHTING THE ENEMIES

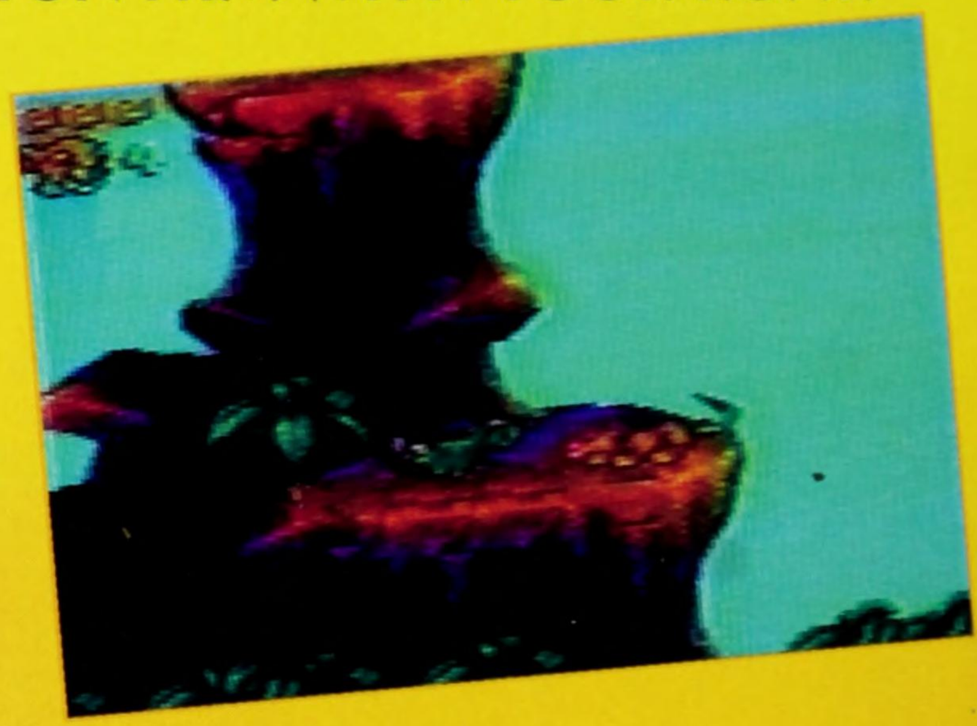
YOU HAVE TO DEFEAT 3 KINDS OF ENEMIES IN THIS LEVEL BEFORE YOU GET TO THE HYENA BOSS AT THE END.

PORCUPINES

YOU CAN ROLL THROUGH A PORCUPINE. OR STUN HIM WITH YOUR ROAR BEFORE MAKING A POUNCE ATTACK.

LIZARDS

YOU CAN ROAR AT THE LIZARD TO STUN HIM AND THEN MAKE YOUR POUNCE.



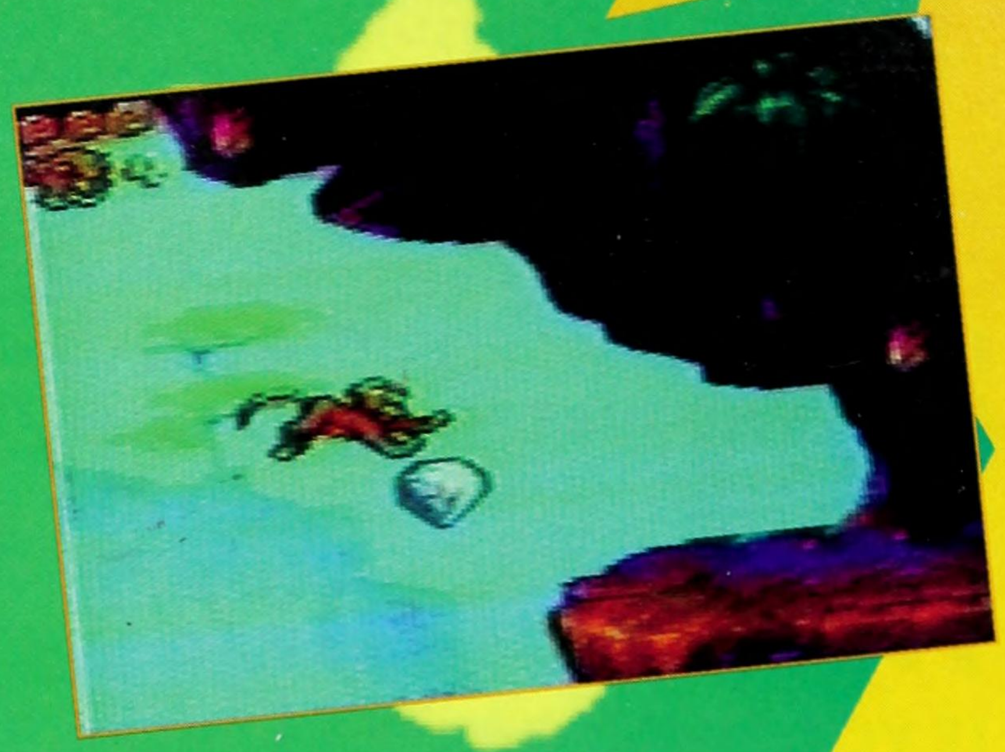
BOMBARDIER BEETLE

YOU CAN ROAR AT A BOMBARDIER BEETLE TO MAKE HIM EXPLODE. IF YOU CHOOSE TO POUNCE ON A BOMBARDIER BEETLE, YOU'VE GOT TO MAKE A QUICK GETAWAY.

MID-LEVEL MARKERS AND DIAMONDS

THERE ARE TWO MID-LEVEL MARKERS IN THIS LEVEL. THE FIRST IS RIGHT IN THE MIDDLE. THE SECOND ONE IS AT THE TOP JUST BEFORE YOU BATTLE THE BOSS HYENA.

YOU CAN FIND A DIAMOND NEAR THE TOP-RIGHT SIDE OF THE LEVEL. YOU'LL GO RIGHT PAST IT ON YOUR WAY TO THE END OF THE LEVEL. YOU NEED THE DIAMOND TO GET TO THE BONUS LEVEL.



FIGHTING THE HYENA BOSS

WHEN YOU REACH THE END OF THE LEVEL, YOU HAVE TO BATTLE A LONE HYENA. THE HYENA ATTACKS IN TWO WAYS. USUALLY, HE LIKES TO JUMP IN THE AIR AND ATTEMPT TO POUNCE ON YOU. BUT, IF YOU GET CLOSE TO HIM, HE'LL TRY TO BITE YOU.

WHEN HE FIRST ENTERS THE SCREEN, HE'LL IMMEDIATELY JUMP TO THE LEFT. RUN UNDER HIM NOW. WHEN HE LANDS, WAIT FOR HIM TO WALK BACK TOWARDS THE CENTER OF THE SCREEN.

ONCE HE'S NEAR THE MIDDLE OF THE SCREEN, ROAR AT HIM. THIS WILL TEMPORARILY STUN HIM. WHILE HE'S STUNNED, JUMP OVER HIM, WAIT FOR HIM TO TURN AROUND, AND THEN ROAR AGAIN. JUMP OVER HIM AGAIN WHILE HE'S STILL STUNNED.

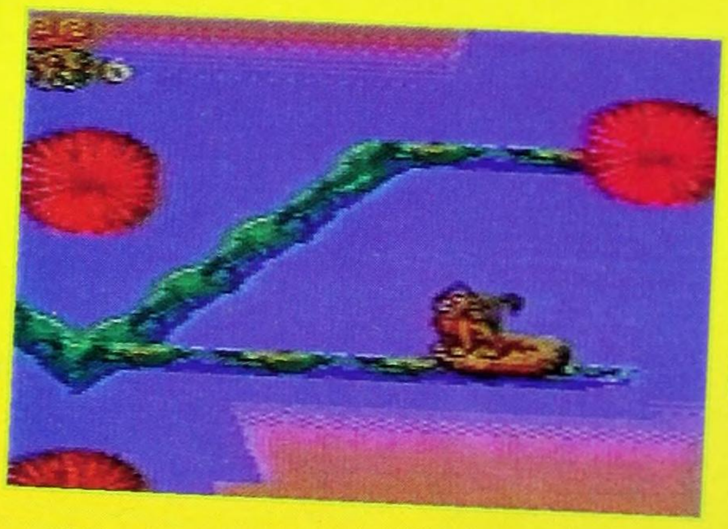
WHEN HE TURNS AROUND, USE THE ROAR AND JUMP TECHNIQUE AGAIN. WHEN HE TURNS BACK, HE'LL HAVE TO STOP TO CATCH HIS BREATH. JUMP ON HIM WHILE HE'S PANTING. CONTINUE USING THE JUMP AND ROAR TACTIC UNTIL HE FINALLY PASSES OUT.

THE MANE EVENT

IN THIS LEVEL, THERE ARE NO ENEMIES TO DEFEAT—YOU JUST AVOID FALLING INTO THE WATER AND KEEP TRYING TO REACH THE END OF THE LEVEL.

HIPPO TAILS

IF YOU GRAB ONTO A HIPPO'S TAIL, YOU'LL BEGIN TO SWING BACK AND FORTH WITH THE TAIL. JUMP FROM THE TAIL TO GO FLYING THROUGH THE AIR. YOU CAN JUMP IN EITHER DIRECTION AND USE THE TAILS TO GET INTO THE TREES.



TREES

WHEN YOU'RE IN THE TREES, YOU CAN JUMP FROM LIMB TO LIMB, BUT YOU CAN ONLY LAND ON A BIRD NEST OR A GROUP OF LEAVES.

MONKEYS

IF SIMBA JUMPS INTO THE ARMS OF A MONKEY, THE MONKEY WILL HURL HIM ACROSS THE SCREEN. ROAR AT THE MONKEYS TO CHANGE THE DIRECTION THAT THEY THROW YOU.

THE MONKEYS ARE A CRUCIAL PART OF THIS LEVEL. MOST OF THE TIME, YOU WANT A MONKEY TO THROW YOU UP OR TO THE RIGHT. IF A MONKEY ISN'T FACING THE DIRECTION YOU'RE TRYING TO GO, ROAR AT HIM AND HE'LL CHANGE HIS POSITION.

GIRAFFES

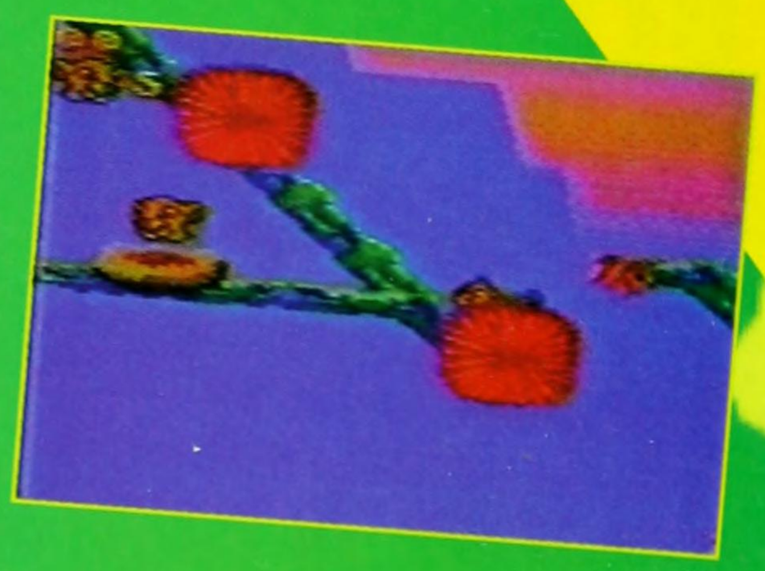
YOU HAVE TO JUMP ON AND OFF THE GIRAFFE HEADS. YOU HAVE ONLY A MOMENT TO LEAP. IF YOU DON'T LEAP FAST ENOUGH, THE GIRAFFE WILL DROP YOU BY TILTING HIS HEAD. GIRAFFES ARE ALWAYS STANDING IN WATER, SO JUMP CAREFULLY. IF YOUR TIMING ISN'T PERFECT, YOU'LL FALL INTO THE WATER.

OSTRICH

WHEN YOU JUMP ONTO THE BACK OF AN OSTRICH, HE STARTS RUNNING. USE HIM AS A SPRINGBOARD TO JUMP UP TO TREE BRANCHES THAT ARE OUT OF YOUR REACH.

SIMBA ICON

AT THE BEGINNING OF THE LEVEL, YOU CAN GRAB AN EASY SIMBA ICON TO GET AN EXTRA CHANCE. WHEN YOU'RE IN THE FIRST TREE, JUMP BACK TO THE LEFT SECTION OF THE TREE. LEAP INTO THE MONKEY'S ARMS, AND HE'LL TOSS YOU OVER TO THE SIMBA ICON. GRAB IT, AND THEN DROP BACK TO THE GROUND.

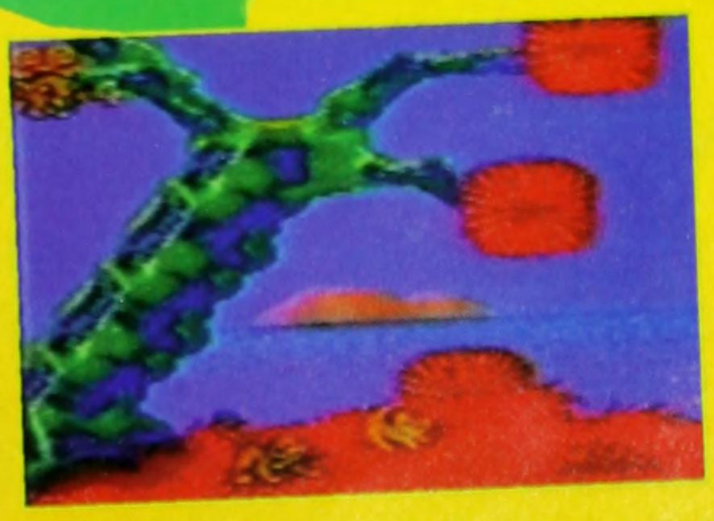


DIAMOND ICON

WHEN YOU JUMP OFF THE 3RD GIRAFFE, TRY TO LAND IN THE ARMS OF THE MONKEY NEAR HIM. THIS MONKEY WILL TOSS YOU INTO THE DIAMOND ICON, WHICH LETS YOU PLAY THE BONUS GAME.

MID-LEVEL MARKERS

THERE ARE 3 MID-LEVEL MARKERS. THE 1ST IS BELOW THE 2ND TREE. YOU SHOULD LAND ON THE 2ND ONE WHEN YOU JUMP OFF THE SEVENTH GIRAFFE HEAD. THE 3RD IS JUST BEFORE THE SECOND STACK OF HIPPOS.



ELEPHANT GRAVEYARD

IN THIS LEVEL, YOU HAVE TO DEFEAT SOME FAMILIAR ENEMIES: BOMBARDIER BEETLES AND HYENAS. BUT THIS TIME, THE LEVEL IS FULL OF HYENAS, AND THE BUZZARDS ARE YOUR NEW ENEMY. YOU MAY FIND IT BETTER TO JUST AVOID YOUR ENEMIES. FIGHTING CONDITIONS ARE PRETTY ROUGH, BECAUSE THE CEILING IS USUALLY LOW, AND YOU'RE ALMOST ALWAYS FIGHTING ON A LEDGE.

BOMBARDIER BEETLES

THE SECRET TO DEFEATING BOMBARDIER BEETLES IS TO ROAR TO STUN THEM, AND THEN POUNCE TO KILL THEM.

HYENAS

THE OBJECT OF THE LEVEL IS SIMPLY TO GET TO THE END, SO DON'T BE AFRAID TO SIMPLY RUN PAST THE HYENAS WHENEVER YOU CAN.

BUZZARDS

YOU HAVE TO POUNCE ON THE BUZZARDS TWICE—BEFORE THEY GET YOU.

MAKING THE JUMPS

THE GRAVEYARD IS FULL OF DIFFICULT JUMPS. MOST OF THE JUMPS ARE LONG, SO DON'T RELEASE THE JUMP BUTTON UNTIL YOU LAND SAFELY ON THE OTHER SIDE. STICK TO THE TOP AND THE FAR LEFT OR RIGHT WALLS OF THE LEVEL, AND YOU SHOULD BE ABLE TO MAKE QUICK PROGRESS WHILE AVOIDING THE TOUGHER ENEMIES.

ELEPHANT TUSKS

YOU CAN'T JUMP OR LAND ON THE ELEPHANT TUSKS. THEY LOOK SOLID, BUT THEY BREAK OFF IF YOU RUN OUT ONTO A TUSK. MAKE SURE THAT THE SKINNIER BONES HAVE A KNOB ON THE END BEFORE YOU TRY TO WALK ON THEM. YOU CAN WALK ON BONES WITH KNOBS, BUT YOU CAN'T WALK ON THE TUSKS.

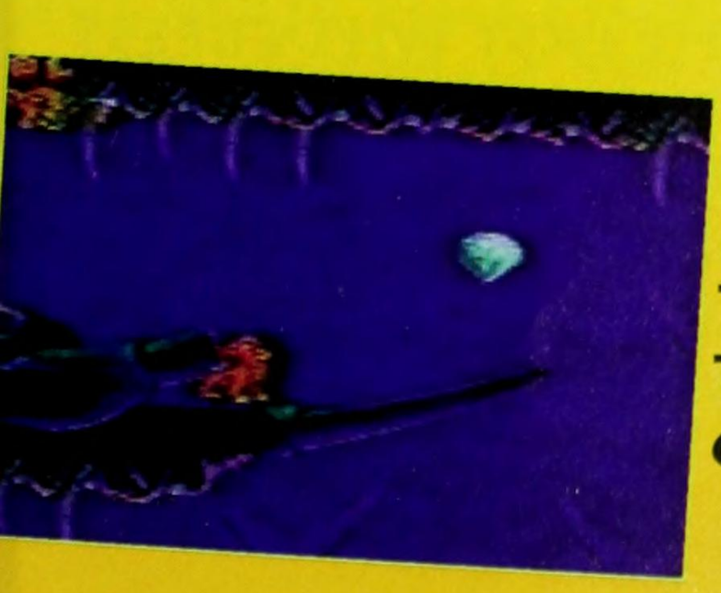
MID-LEVEL MARKERS

THERE ARE 3 MID-LEVEL MARKERS. THE 1ST IS AT THE TOP OF THE LEFT SIDE OF THE LEVEL. YOU'LL HAVE TO PASS THE 2ND ON YOUR WAY TO THE END OF THE LEVEL. IT'S NEAR THE TOP MIDDLE OF THE MAP. THE 3RD IS TUCKED AWAY IN A LITTLE NOOK IN THE LEFT WALL NEAR THE END OF THE LEVEL.

SIMBA ICON

YOU CAN FIND A SIMBA ICON IN A HIDDEN CAVE JUST AFTER THE 2ND MID-LEVEL MARKER. THE SIMBA ICON GIVES YOU AN EXTRA CHANCE. TO GET IT, DROP DOWN TO THE 3RD BONE ON THE LEFT WALL. FROM THERE, JUMP INTO THE INDENTATION IN THE RIGHT WALL. YOU'LL LAND ON A HIDDEN PLATFORM.

RUN TO THE RIGHT, BUT JUMP OVER THE HIDDEN PIT. IF YOU FALL DOWN THE PIT, YOU WON'T BE ABLE TO GET THE SIMBA ICON. THE ICON IS JUST BEYOND THE PIT. AFTER YOU GET THE SIMBA ICON, DROP DOWN THE PIT FOR A SHORTCUT TO THE END OF THE LEVEL, OR LEAVE BY THE SAME WAY YOU ENTERED THE HIDDEN CAVE. IF YOU WANT TO GET THE DIAMOND ICON, YOU CAN'T TAKE THE SHORTCUT.



DIAMOND

THE DIAMOND IS AT THE BOTTOM OF THE LEVEL NEAR THE CENTER. TAKE IT IF YOU WANT TO PLAY THE BONUS GAME AFTER THE LEVEL.

WILDEBEEST STAMPEDE

IN THIS LEVEL, YOUR ONLY ENEMY IS THE WILDESBEEST, AND YOUR ONLY GOAL IS TO GET TO THE END WITHOUT BEING TRAMPLED.

IF SIMBA GETS HIT BY A WILDEBEEST, HE'LL HAVE TO START OVER FROM THE BEGINNING OF THE LEVEL, AND YOU'LL LOSE ONE CIRCLE OF LIFE.

THEY TRAVEL IN 3'S

SIMBA STARTS THE LEVEL ON A LEDGE ABOVE THE STAMPEDING HERD. IF YOU STAY PUT FOR A MOMENT, YOU'LL NOTICE THAT THE ANIMALS BELOW YOU TRAVEL IN A VERY DISTINCT PATTERN.

A GROUP OF 3 WILDEBEESTS WILL GO BY, SOON FOLLOWED BY A LONE WILDEBEEST. BETWEEN THE TWO GROUPS, YOU CAN RUN ON THE CANYON FLOOR. JUST BE SURE TO JUMP UP ON ONE OF THE STONE LEDGES BEFORE THE NEXT GROUP OF 3 CATCHES UP WITH YOU. TRY TO STAY ON THE LEDGES AS MUCH AS POSSIBLE, BUT EVENTUALLY YOU'LL HAVE TO MAKE A RUN FOR IT ON THE CANYON FLOOR.

RIDING THE WILDEBEEST

JUMP ON THE BACK OF THE LAST WILDEBEEST IN A GROUP. THIS WILL GIVE YOU A LITTLE MORE TIME TO GET TO THE NEXT LEDGE. YOU'LL ONLY BE ABLE TO STAY ON HIS BACK FOR A MOMENT, BUT THAT MOMENT CAN MAKE A HUGE DIFFERENCE IN HOW FAR YOU GET ACROSS THE CANYON.

CLIMBING THE LEDGES

THERE ARE TWO TYPES OF LEDGES. MOST OF THE LEDGES ARE RECESSED INTO THE BACKGROUND. YOU CAN JUMP ONTO THESE LEDGES EVEN WHEN YOU'RE UNDER THEM.

THE OTHER LEDGES ARE HARDER TO DEAL WITH. THESE LEDGES SEEM TO BE JUTTING OUT AT YOU, AND YOU CAN CAN ONLY JUMP OR CLIMB THEM FROM THE SIDES. IF THE WILDEBEESTS CATCH YOU UNDER ONE OF THESE, YOU'RE OUT OF LUCK.

MAKING IT THROUGH THE CANYON

NEVER GIVE UP. EVEN IF THE WILDEBEESTS ARE ABOUT TO TRAMPLE YOU, YOU MIGHT BE ABLE TO JUMP OVER THEM OR MAKE IT TO ANOTHER CLIFF IN THE NICK OF TIME.

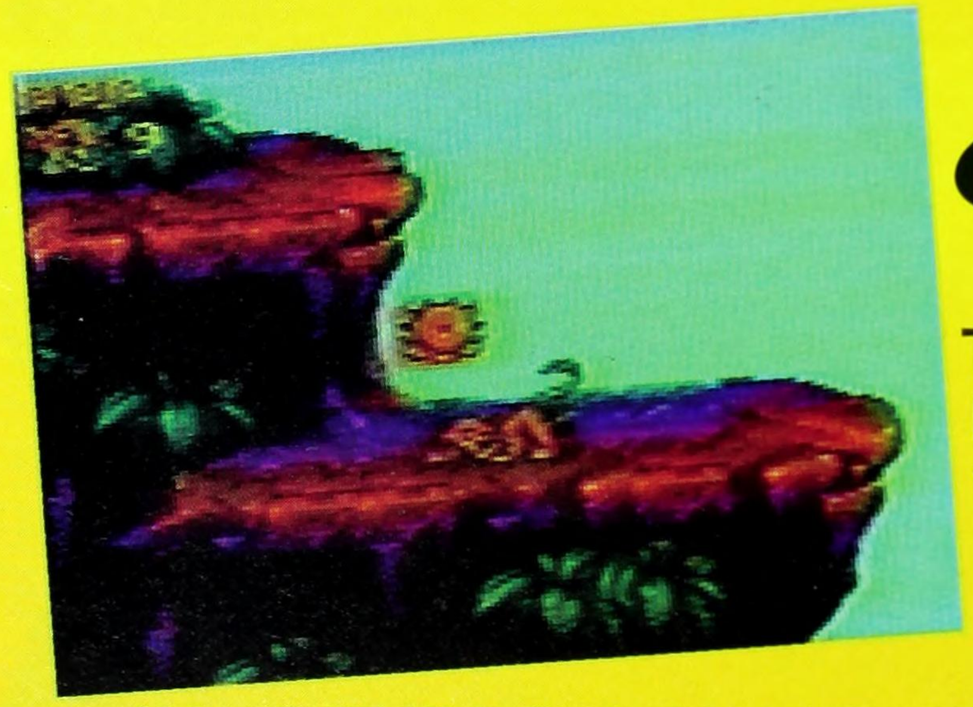
TAKE YOUR TIME CHOOSING YOUR NEXT MOVE. DON'T TRY TO CLEAR 2 OR 3 LEDGES AT A TIME. IT'S ALWAYS SAFER TO JUMP ON THE FIRST LEDGE YOU COME TO TO AVOID LANDING ON THE CANYON FLOOR.

EXILE

YOUR ENEMIES IN THIS LEVEL ARE THE LIZARDS, PORCUPINES, BOMBARDIER BEETLES, AND ONE HYENA. IN THIS LEVEL, IT'S BEST TO JUST RACE FOR THE END. LEAVE YOUR ENEMIES BEHIND YOU, AND COLLECT ANY POWER-UPS YOU MIGHT COME ACROSS ON YOUR WAY TO THE FINISH.

FALLING ROCKS

THE HYENAS WILL BE CHUCKING ROCKS AT YOU FROM THE TOP OF THE LEVEL. IF A ROCK HITS YOU, YOU LOSE A WHOLE CIRCLE OF LIFE. LISTEN FOR THE SOUND CLUE OF THE BOUNCING ROCK, AND YOU'LL KNOW WHEN YOU'RE ABOUT TO BE CRUSHED.



CIRCLE OF LIFE

THERE'S AN EXTRA CIRCLE OF LIFE IN THE UPPER-LEFT SIDE OF THE SCREEN. YOU'LL DEFINITELY WANT TO GRAB THIS ON YOUR WAY DOWN THE ROCKS.

CLIMB THE ROCK PILLAR NEAR THE MIDDLE OF THE TOP PORTION OF THE LEVEL, AND JUMP TO THE LEFT FROM ITS PEAK. IT'S A LONG JUMP, BUT IF YOU TIME IT RIGHT, YOU'LL LAND ON THE FLOATING ROCK LEDGE WITH THE CIRCLE OF LIFE.

MID-LEVEL MARKER

THERE'S ONLY ONE MID-LEVEL MARKER IN THIS LEVEL. IF YOU STICK TO THE LEFT SIDE OF THE LEVEL, YOU'LL RUN INTO IT ABOUT HALFWAY DOWN.

THE HYENA

THERE'S A HYENA WAITING FOR YOU AT THE END OF THE LEVEL. DON'T STOP TO FIGHT HIM. IT'S NOT NECESSARY TO DEFEAT HIM, AND WITH HIS HYENA BUDDIES CHUCKING ROCKS FROM ABOVE, IT'S MORE TROUBLE THAN IT'S WORTH.

THE CACTUS

BECAUSE YOU'RE MOVING FAST THROUGH THIS LEVEL, IT'S EASY TO MISS THE CACTUS, BECAUSE THEY BLEND INTO THE BACKGROUND. BE SURE TO JUMP OVER THE BUSHES, OR YOU'LL TAKE SOME DAMAGE.

HAKUNA MATATA

YOU'VE GOT 2 NEW ENEMIES TO DEFEAT IN THIS LEVEL: GIANT SPIDERS AND FROGS. YOUR BIGGEST TASK IS TO RIDE THE FALLS TO THE END OF THE LEVEL WHERE YOU FACE THE GORILLA BOSS.

SPIDERS AND FROGS

YOU DEFEAT THE SPIDERS AND THE FROGS IN THE SAME WAY: BY POUNCING ON THEM.

SPIDERS WILL ALSO DROP OUT OF TREES TO ATTACK YOU. WHEN THEY DO, THEY'LL LEAVE A WEB THAT BLOCKS YOUR PATH. SIMBA CAN ROLL THROUGH THE WEB TO DESTROY IT.

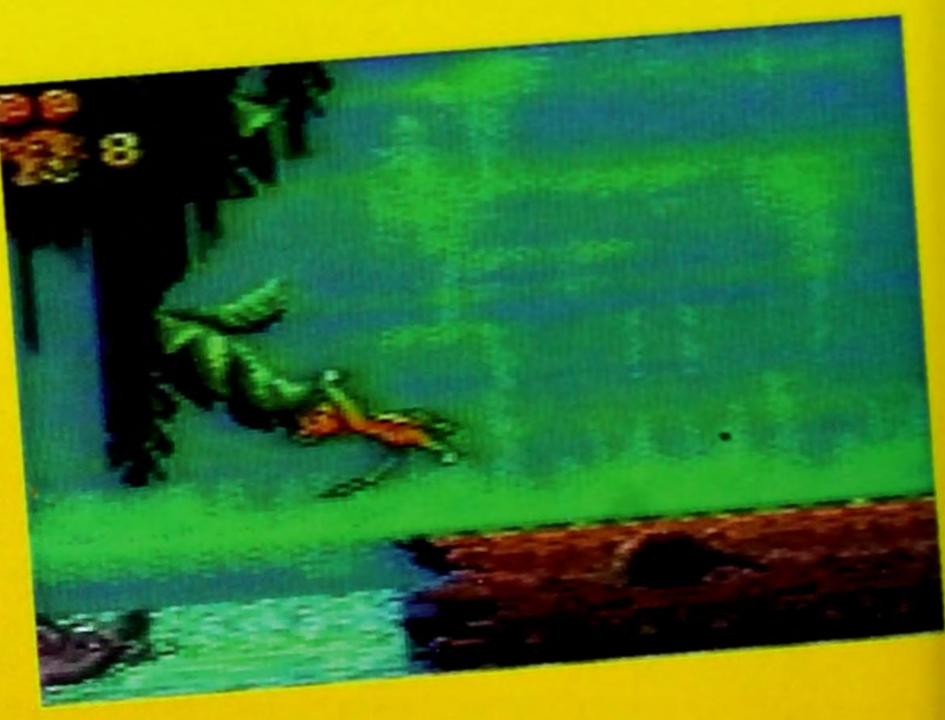
THE WATERFALLS

RIDING THE FALLS CAN BE VERY TAXING. WHEN YOU'RE CAUGHT IN THE CURRENTS, YOU'RE SENT ON A WILD RIDE TO THE BOTTOM OF THE FALLS. THE CURRENT WON'T CATCH YOU UNTIL YOU'RE ACTUALLY ON A SLOPE.

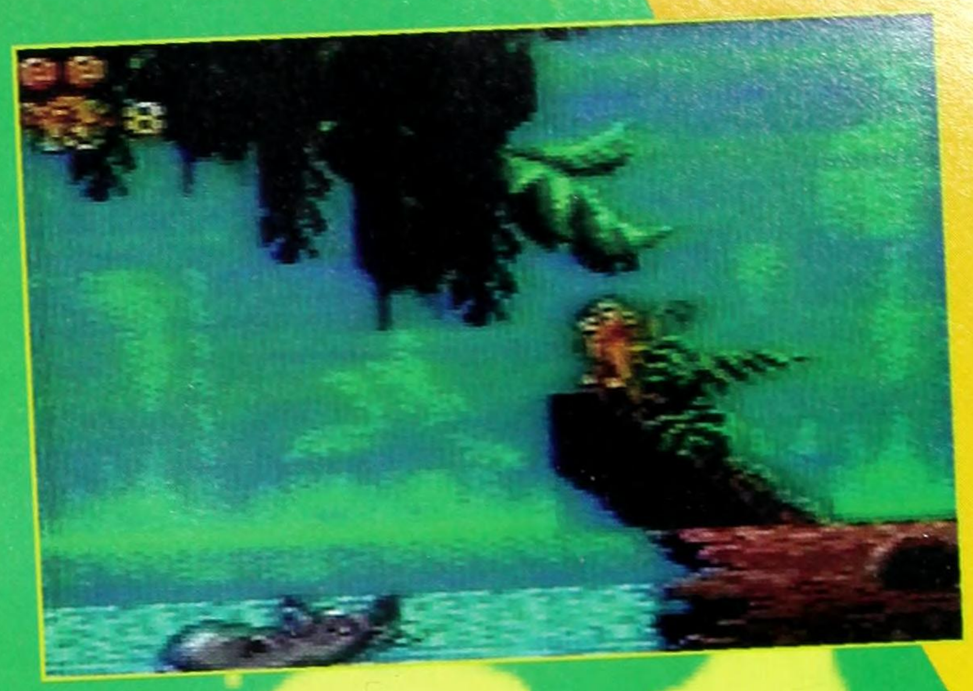
WHEN A WATERFALL SENDS YOU FLYING OFF THE EDGE OF A CLIFF, YOU CAN STEER YOURSELF IN THE AIR SOMEWHAT. STEERING WILL BE NECESSARY TO AVOID FALLING IN THE LAKE BELOW.

FLIPPING FROM LEAVES

SIMBA CAN FLIP FROM THE LARGE LEAVES SCATTERED THROUGHOUT THE LEVEL. YOU'LL NEED TO USE THESE TO MAKE YOUR WAY AROUND THE LEVEL. AS SIMBA HANGS AND SWINGS FROM THE LEAVES, PRESS THE JUMP BUTTON TO MOVE TO THE NEXT LEAF.



RIDING THE LOGS



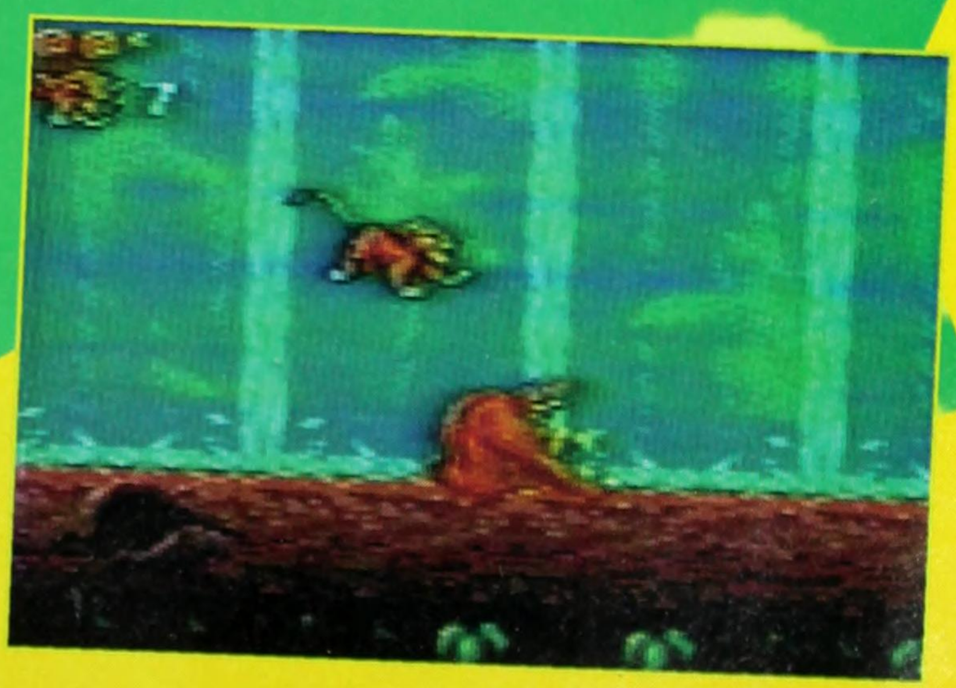
IF A WATERFALL SWEEPS YOU DOWN TO THE BOTTOM OF THE LEVEL, YOU'LL NEED TO WORK YOUR WAY BACK TO THE TOP. JUMP FROM LOG TO LOG UNTIL YOU REACH THE LOG THAT'S THE FURTHEST TO THE LEFT.

CLIMB UP THE SLANTED TREE TRUNK, AND GRAB THE LEAF HANGING JUST ABOVE IT. FROM HERE, FLIP UP TO THE LEVEL ABOVE YOU WHILE AVOIDING THE FALLS ON THE LEFT. THERE'S ANOTHER SLANTED TREE TRUNK ON THE RIGHT. CLIMB THIS AND JUMP TO THE LEVEL ABOVE. THIS WILL PUT YOU BACK ON TRACK.

SIMBA ICON

THERE'S A SIMBA ICON NEAR THE END OF THE LEVEL—TAKE IT TO GET AN EXTRA CHANCE. DROP DOWN THE HOLE TO THE LEFT OF THE THIRD CONTINUE MARKER, AND YOU'LL LAND JUST LEFT OF THE 1UP. FROM HERE YOU'LL NEED TO WORK YOUR WAY BACK TO THE LEFT TO CONTINUE ON YOUR WAY.

THE GORILLA



THE GORILLA AT THE END OF THE LEVEL IS EASY TO DEFEAT. STAND AT THE FAR LEFT OR RIGHT SIDE OF THE SCREEN. THE GORILLA WILL TRY TO SWAT YOU. AFTER HE SWINGS AND MISSES, TURN AND JUMP OVER HIM. TRY TO GRAZE HIM AS YOU FLY OVER.

IF YOU WANT TO ACTUALLY AIM AT SOMETHING, PRETEND YOU'RE TRYING TO STEAL HIS BANANA BY JUMPING AT IT. KEEP REPEATING THIS TACTIC UNTIL HE FALLS OFF THE LOG. IT TAKES 10 HITS TO BEAT THE GORILLA.

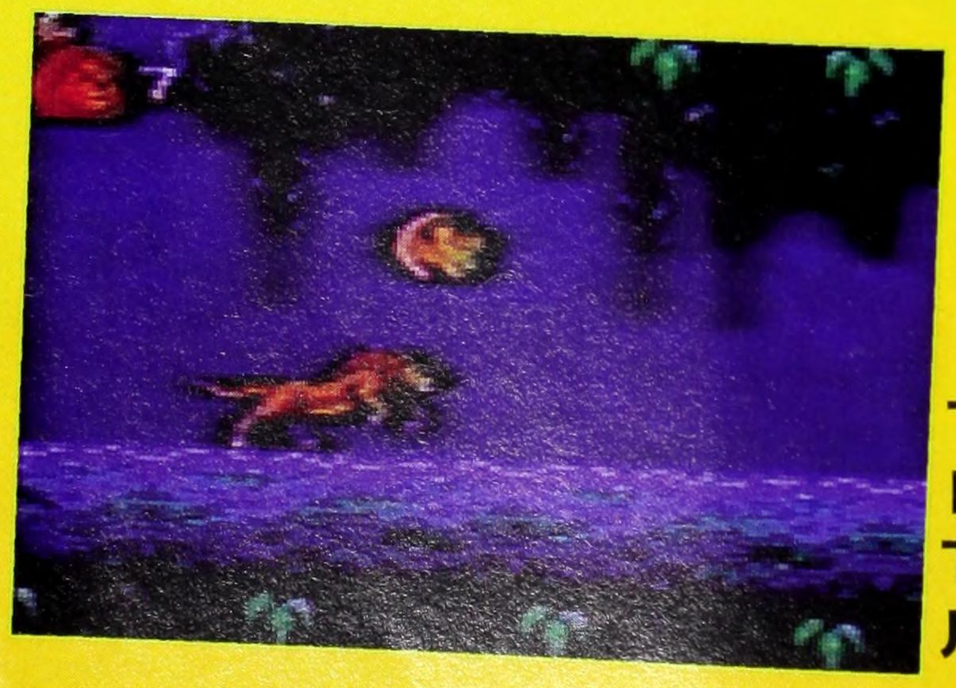
SIMBA'S DESTINY

ADULT SIMBA HAS A FEW NEW MOVES. SIMBA'S SLASH IS A GREAT ATTACK MOVE. AND, SIMBA'S ROAR NOW DOES DAMAGE TO ALL HIS ENEMIES—EXCEPT FOR SCAR OF COURSE. IF YOU'RE CLOSE ENOUGH, YOU CAN KILL A HYENA WITH ONLY SIMBA'S ROAR.

ENEMIES

THE ENEMIES IN THIS LEVEL ARE HYENAS AND GIANT SPIDERS, AND YOU FIGHT THEM THE SAME AS BEFORE. THE GOAL IS TO MAKE YOUR WAY THROUGH THE LEVEL TO FIGHT THE GORILLA—HE'S BACK!

YOU WANT TO SPEED THROUGH THIS LEVEL. THERE AREN'T VERY MANY POWER-UPS, BUT THERE ARE PLENTY OF HYENAS. DON'T FIGHT THEM UNLESS YOU HAVE TO.



MID-LEVEL MARKERS

THERE ARE 2 MID-LEVEL MARKERS IN SIMBA'S DESTINY. YOU'LL PASS ONE OF THEM AT ABOUT THE MIDDLE OF THE LEVEL. THE OTHER ONE IS JUST BEFORE THE END.

LEAPING ACROSS PITS

THE TOUGHEST PART OF THIS LEVEL IS THE DANGEROUS JUMPS ACROSS THE PITS. YOU NEED TO LEAP AT THE LAST SECOND AND GRAB THE LEDGE IF YOU HOPE TO MAKE IT ACROSS THESE JUMPS. BE SURE TO LOOK DOWN BEFORE YOU DROP OFF A LEDGE. YOU NEVER KNOW WHAT MIGHT BE WAITING BELOW.

THE GORILLA

THE GORILLA IS BACK TO TAKE ON SIMBA NOW THAT HE'S GROWN-UP. SIT ON THE FAR-LEFT OR FAR-RIGHT SIDE OF THE SCREEN. WHEN THE GORILLA SWINGS AND MISSES, JUMP ON HIM. YOU WANT TO LAND ON HIS SHOULDER BLADES. THEN, RUN BACK TO EITHER SIDE BEFORE HE CAN SWING AGAIN. REPEAT THIS MOVE UP UNTIL HE FALLS OFF THE LOG. TEN HITS DEFEATS HIM.

BE PREPARED

YOU'VE GOT TO GET TO THE END OF THE LEVEL WITHOUT LOSING YOUR HEAD—AND BATTLE GIANT BATS, HYENAS, AND GIANT SPIDERS.

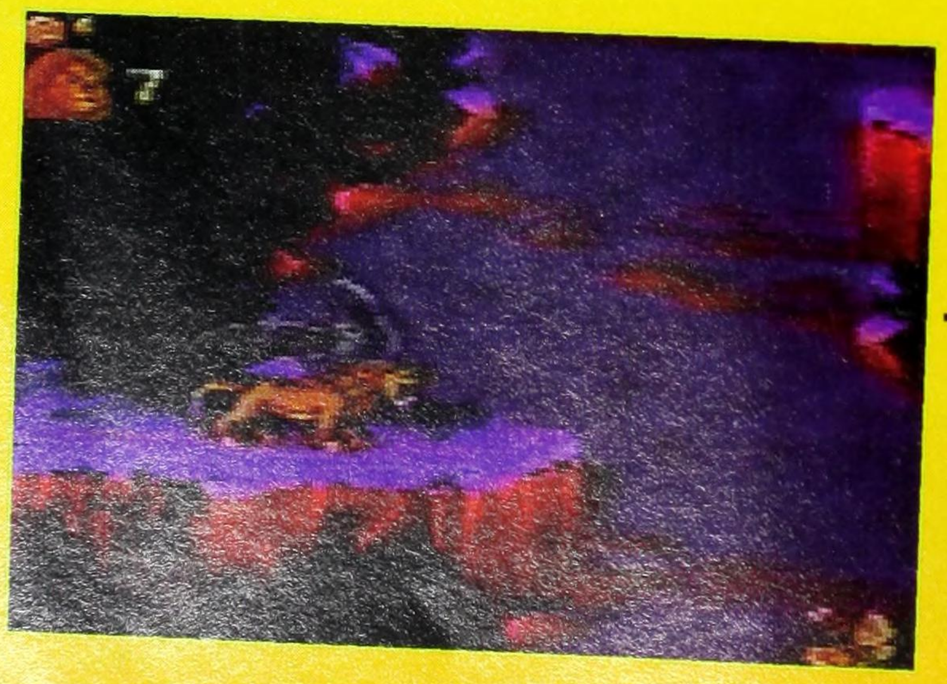
YOU'LL FIND PLENTY OF POWER-UPS ALONG THE WAY, BUT THERE ARE NO EXTRA CHANCES OR CONTINUES.

ENEMIES

THIS LEVEL IS FULL OF ENEMIES. YOU CAN AVOID THE HYENAS, BUT BE SURE TO TAKE OUT THE GIANT SPIDERS AND BATS AS SOON AS YOU SEE THEM, BECAUSE THEY'LL COME AFTER YOU IF YOU DON'T.

SLASHING AND ROARING

NOW THAT SIMBA'S AN ADULT LION, HE CAN JUST SLASH THROUGH SPIDER WEBS.



SIMBA'S ROAR IS A GREAT WAY TO DESTROY BOTH SPIDERS AND BATS. WAIT FOR THE ENEMY TO GET REALLY CLOSE BEFORE YOU ROAR.

MID-LEVEL MARKERS

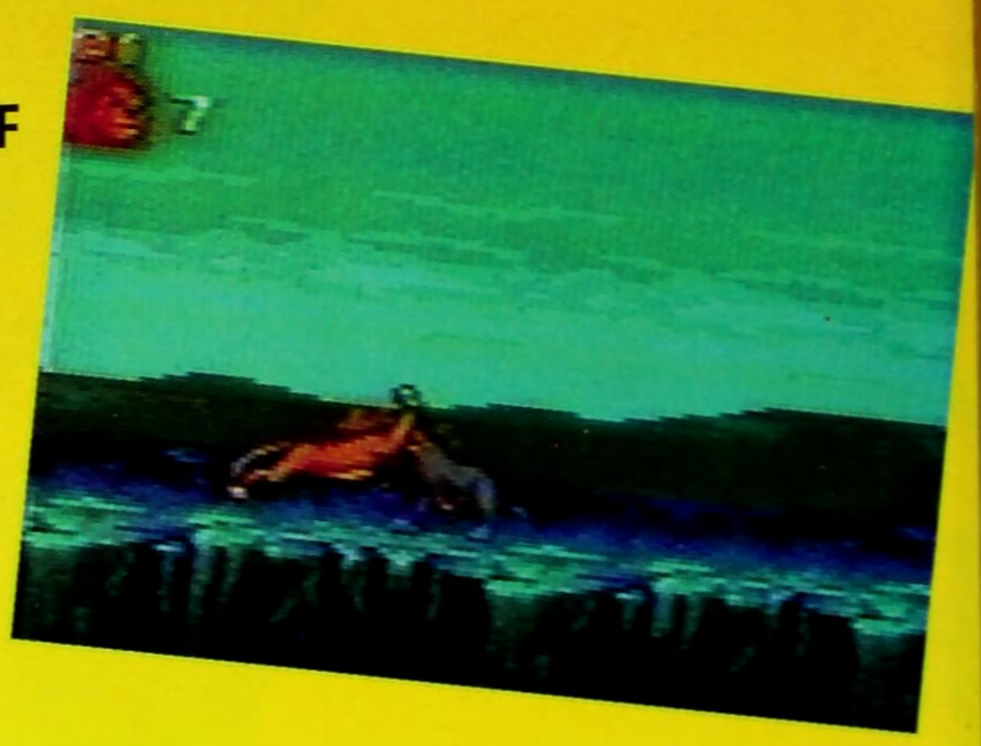
THERE ARE 2 MID-LEVEL MARKERS IN THIS LEVEL. ONE IS NEAR THE BOTTOM-CENTER PORTION OF THE LEVEL.

THE SECOND IS NEAR THE END. THIS ONE IS SO CLOSE TO THE END OF THE LEVEL THAT YOU SHOULDN'T BOTHER GRABBING IT UNLESS YOU'VE GOT LESS THAN ONE CIRCLE OF LIFE LEFT.

DUCKING TO LOOK BELOW

THIS LEVEL HAS MANY TRICKY JUMPS. TAKE YOUR TIME AND ALWAYS, ALWAYS, LOOK BEFORE YOU LEAP.

HYENA LAIRS



THE ENEMIES IN THIS LEVEL ARE THE HYENAS, OF COURSE, AND MORE BUZZARDS.

YOU DON'T HAVE TO DEFEAT ALL THE HYENAS IN THIS LEVEL, BUT THERE'S NOT MUCH ELSE TO DO HERE. YOU'LL HAVE TO DECIDE FOR YOURSELF WHETHER YOU STAY AND FIGHT OR JUST MAKE A MAD DASH FOR THE EXIT.

MID-LEVEL MARKER

THERE'S 1 MID-LEVEL MARKER ON THIS LEVEL. YOU'LL FIND IT ABOUT HALFWAY DOWN ON THE LEFT SIDE OF THE LEVEL.

MAKING THE JUMPS

THE JUMPS NEAR THE BOTTOM OF THE LEVEL ARE DANGEROUS TO TRY. MAKE SURE TO CHECK BEFORE YOU TRY. MANY TIMES, YOU'LL BE JUMPING BLIND.

SIMBA ICON

THERE'S A SIMBA ICON HIDDEN IN THE BOTTOM-RIGHT CORNER OF THE LEVEL. TO GET IT, YOU NEED TO MAKE A SERIES OF TOUGH JUMPS ACROSS THE BOTTOMLESS PIT BELOW. IF YOU'RE NOT COMFORTABLE WITH JUMPING, DON'T GO FOR THIS EXTRA CHANCE.

RETURN TO PRIDE ROCK

IT'S TIME FOR THE FINAL CONFRONTATION WITH SIMBA'S EVIL UNCLE, SCAR. THIS IS A ONE-ON-ONE FIGHT. THERE ARE NO POWER-UPS TO BE HAD AND NO MID-LEVEL MARKERS. IT'S ALL OR NOTHING! THE FIGHT TAKES PLACE ON PRIDE ROCK. TO DEFEAT SCAR, YOU MUST KNOCK HIM OFF THE LEFT SIDE OF THE CLIFF.

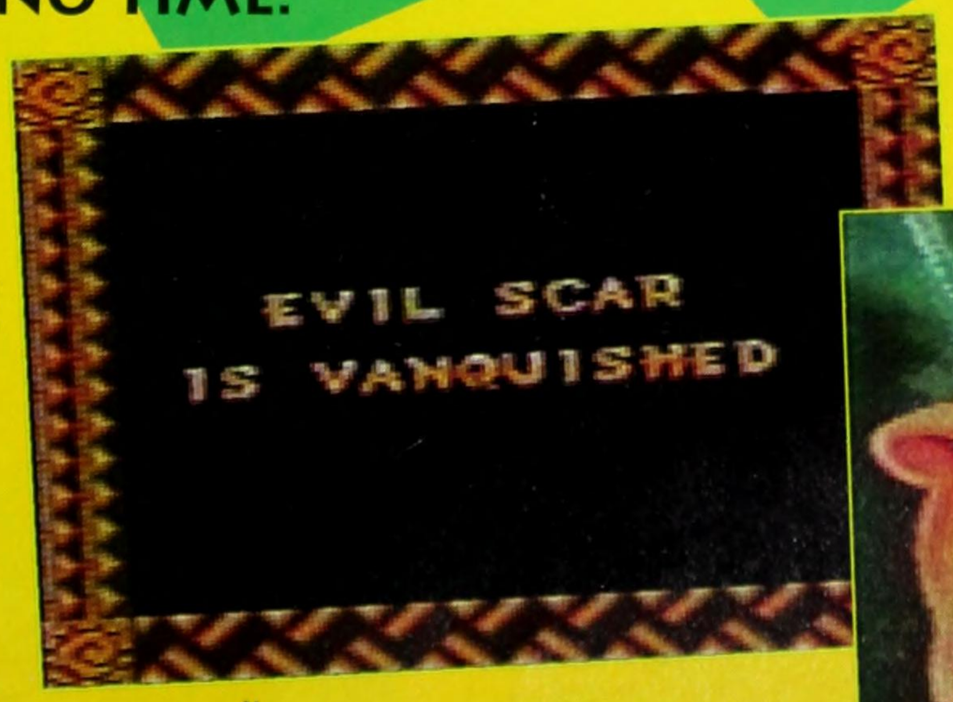
FIGHTING SCAR

WHEN YOU FIRST START, SCAR WILL BE ON YOUR RIGHT. HE'LL JUMP AT YOU, SO RUN UNDER HIM TO GET HIM ON THE LEFT SIDE NEAR THE CLIFF.

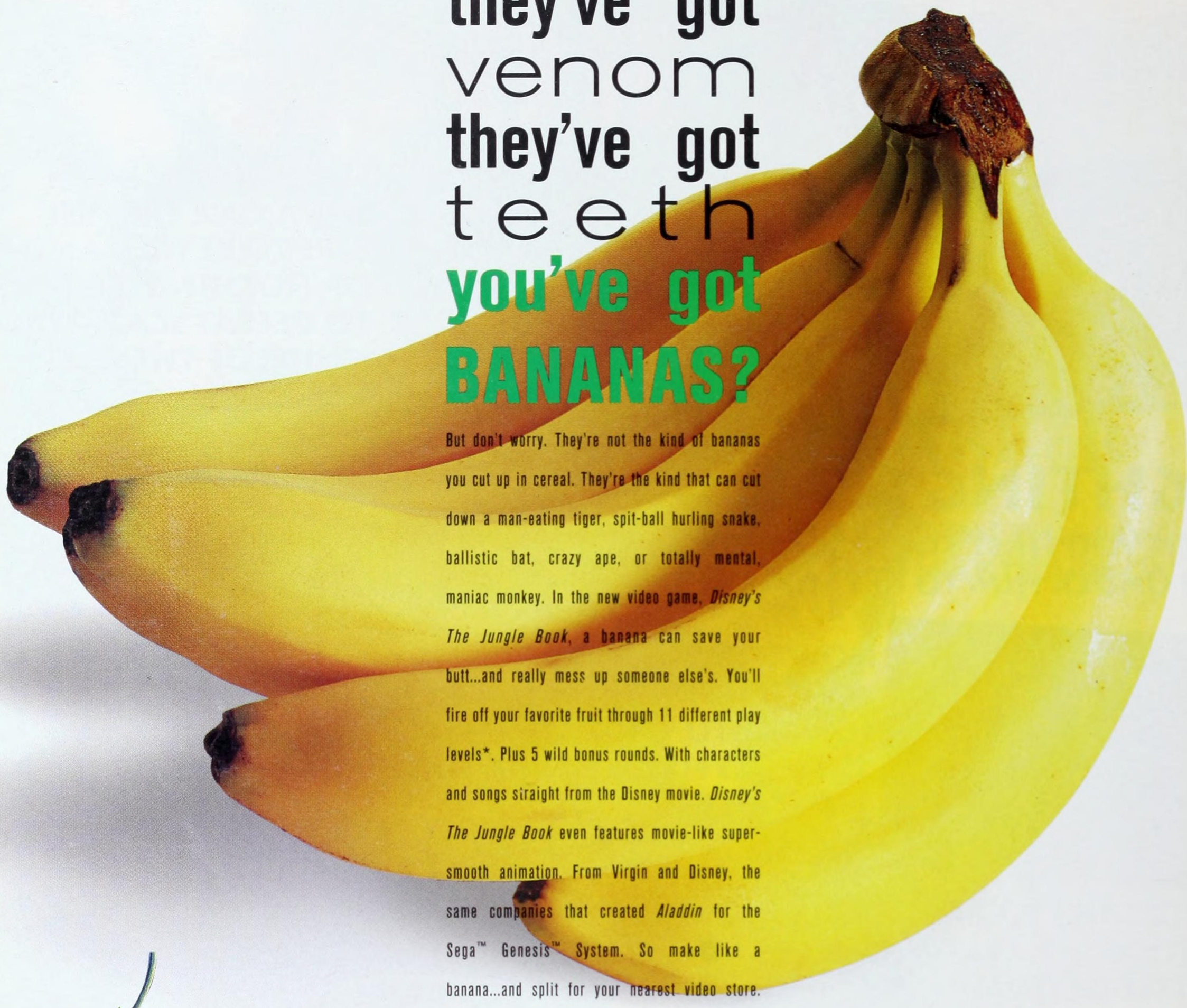
NOW FOR THE TRICKY PART. IF YOU'RE FAR ENOUGH AWAY FROM THE EDGE, SCAR WILL JUMP AT YOU AGAIN. JUMP INTO THE AIR AND KNOCK HIM BACK WITH A SLASH AS HE'S LEAPING TOWARDS YOU. YOUR TIMING HAS TO BE PERFECT.

IT MIGHT TAKE TWO OR THREE TRIES TO GET THE TIMING AND PROPER POSITIONING DOWN, BUT DON'T GIVE UP. WITH A LITTLE DETERMINATION, YOU'LL BE ABLE TO DEFEAT SCAR IN NO TIME.

AFTER SCAR'S DEFEAT, SIMBA TAKES HIS PLACE WITH NALA AND BECOMES THE LION KING.



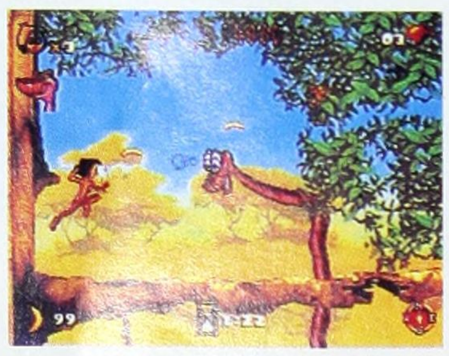
they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?



But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

Disney's
The Jungle Book



Virgin

Disney Software

*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. ©1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

SPECIAL MOVES FOR ADULT SIMBA—FOR SNES AND GENESIS

SLASHING

ADULT SIMBA'S SLASH MOVE CAN BREAK DOWN OBSTACLES OR ATTACK HIS ENEMIES. PRESS THE SLASH BUTTON QUICKLY AND REPEATEDLY.

ROARING

ADULT SIMBA'S ROAR CAN STUN BIGGER ENEMIES AND DESTROY SMALLER ONES. PRESS THE ROAR BUTTON.

JUMPING SLASH

TO PERFORM THE JUMPING SLASH, PRESS THE JUMP BUTTON AND THEN THE SLASH BUTTON.

MAULING

ADULT SIMBA CAN PIN HIS ENEMIES AND CAUSE CONTINUAL DAMAGE WITH HIS CLAWS. SIMBA MUST LAND ON HIS ENEMIES AND THEN PRESS THE SLASH BUTTON QUICKLY AND REPEATEDLY.

STANDING SLASH

TO PERFORM A STANDING SLASH, PRESS THE SLASH BUTTON AND THEN THE JUMP BUTTON.

FLIPPING

TO FLIP AN ENEMY WITH A GENESIS 3-BUTTON, PRESS THE B AND C BUTTONS TOGETHER. WITH A GENESIS 6-BUTTON, PRESS X, Y, OR Z. WITH A SNES CONTROLLER, PRESS THE X BUTTON TO FLIP.

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